



# Asset & Development Plan

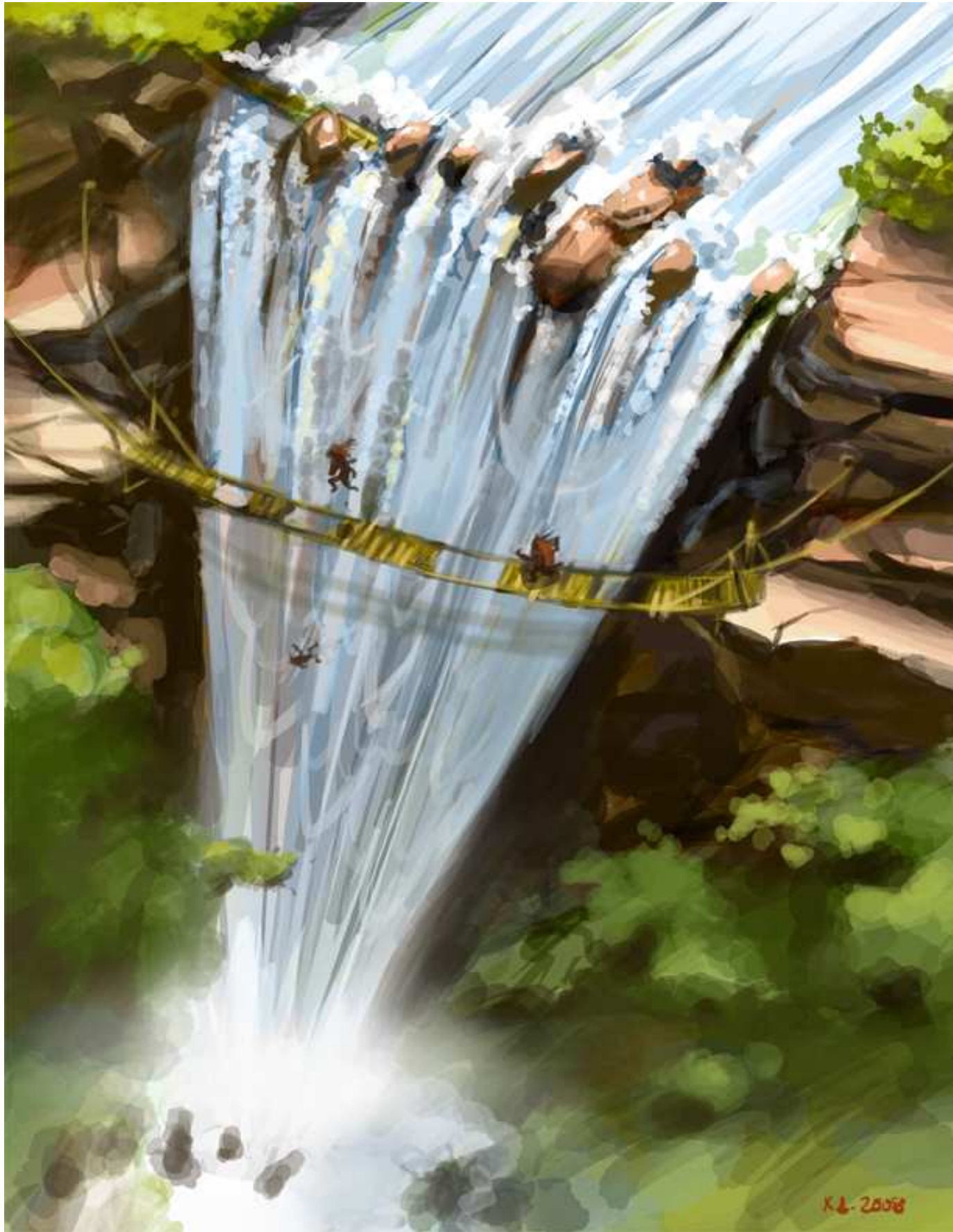
Prepared by Savage Patch Kids  
*February 26, 2008*

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**Game Designer:** Matt Higgins

**Art Team:** Mark Simpson (lead), Matt Higgins, Jessica Hirsh, Alexander Karlsson, Grace Liu, Sarai Smallwood

**Level Design Team:** Casey Smith (lead), Jane Chung, Paul Locket, Sam Sutton

**Software Development Team:** Jonathan Martin (lead), JR Briggs, Anthony Fernandes, Sven Knutson, Tyler Robertson, Kevin Wu



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# ASSET LIST

SAVAGE PATCH KIDS  
**Sacrifice in Paradise**  
**Asset Database**

Document Date: 2008.03.06

**KEY:**

**P** = Prototype (2/28/2008)      **F** = First Playable (3/25/2008)  
**A** = Alpha (4/10/2008)        **B** = Beta (4/24/2008)  
**R** = RTM (5/1/2008)            **?** = May be cut

Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>Animation</b>						
<b>Kuulu Kuulu</b>						
<b>P</b> Kuulu 01 Idle	Kuulu Kuulu tribesman 01: Idle. Make sure that first frame will blend with walk/run animations. Code calls first frame for short idles. Also make sure it loops.	.psk/.psa	64 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>Idle_Rest</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Walk Forward	Kuulu Kuulu tribesman 01: Walk Forward	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>WalkF</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Walk Backward	Kuulu Kuulu tribesman 01: Walk Back	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>WalkB</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Walk Left	Kuulu Kuulu tribesman 01: Walk Left	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>WalkL</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Walk Right	Kuulu Kuulu tribesman 01: Walk Right	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>WalkR</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Run Forward	Kuulu Kuulu tribesman 01: Run Forward	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>RunF</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Run Backward	Kuulu Kuulu tribesman 01: Run Back	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>RunB</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Run Left	Kuulu Kuulu tribesman 01: Run Left	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>RunL</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Run Right	Kuulu Kuulu tribesman 01: Run Right	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>RunR</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Superrun Forward	Kuulu Kuulu tribesman 01: Superrun Forward	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SuperrunF</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>F</b> Kuulu 01 Superrun Backward	Kuulu Kuulu tribesman 01: Superrun Back	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SuperrunB</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01

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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
F Kuulu 01 Superrun Left	Kuulu Kuulu tribesman 01: Superrun Left	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SuperrunL</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
F Kuulu 01 Superrun Right	Kuulu Kuulu tribesman 01: Superrun Right	.psk/.psa	17 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SuperrunR</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Crouch Walk Forward	Kuulu Kuulu tribesman 01: Crouch Walk Forward. Low priority.	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>CrouchF</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Crouch Walk Backward	Kuulu Kuulu tribesman 01: Crouch Walk Backward. Low priority.	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>CrouchB</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Crouch Walk Left	Kuulu Kuulu tribesman 01: Crouch Walk Left. Low priority.	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>CrouchL</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Crouch Walk Right	Kuulu Kuulu tribesman 01: Crouch Walk Right. Low priority.	.psk/.psa	25 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>CrouchR</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Hit Forward	Kuulu Kuulu tribesman 01: When kuulu gets pushed or hit by a fireball (1 frame only). Kuulu gets hit in front	.psk/.psa	1 frame	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>HitF</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Hit Backward	Kuulu Kuulu tribesman 01: When kuulu gets pushed or hit by a fireball (1 frame only). Kuulu gets hit from behind.	.psk/.psa	1 frame	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>HitB</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Hit Left	Kuulu Kuulu tribesman 01: When kuulu gets pushed or hit by a fireball (1 frame only). Kuulu gets hit from the left.	.psk/.psa	1 frame	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>HitL</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Hit Right	Kuulu Kuulu tribesman 01: When kuulu gets pushed or hit by a fireball (1 frame only). Kuulu gets hit from the right.	.psk/.psa	1 frame	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>HitR</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Jump Forward Takeoff	Kuulu Kuulu tribesman 01: Jump takeoff-- squatting to jump up	.psk/.psa	11 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>JumpF_Takeoff</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Jump Mid Air	Kuulu Kuulu tribesman 01: Mid-air animations for jumps. Also plays when player is flying over the leap of faith puzzle.	.psk/.psa	10 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>JumpF_Mid</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01

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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>P</b> Kuulu 01 Jump Land	Kuulu Kuulu tribesman 01: Jump land - when the player lands on an object after jumping. (1 frame only)	.psk/.psa	9 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>JumpF_Land</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>F</b> Kuulu 01 Swimming forward	Kuulu Kuulu tribesman 01: Swimming forward	.psk/.psa	18 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SwimF</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>F</b> Kuulu 01 Swimming backward	Kuulu Kuulu tribesman 01: Swimming backward	.psk/.psa	18 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SwimB</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>F</b> Kuulu 01 Swimming left	Kuulu Kuulu tribesman 01: Swimming to the left	.psk/.psa	18 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SwimL</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>F</b> Kuulu 01 Swimming right	Kuulu Kuulu tribesman 01: Swimming to the right	.psk/.psa	18 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>SwimR</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>F</b> Kuulu 01 Swim Tread (idle)	Kuulu Kuulu tribesman 01: Swimming idle animation (a water tread)	.psk/.psa	24 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>Swim_Tread</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>A</b> Kuulu 01 Taunt 01	Kuulu Kuulu tribesman 01: Taunt	.psk/.psa	23 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>Gesture_Taunt01</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Attack: Push	Kuulu Kuulu tribesman 01: Push other players out of the way (frontal)	.psk/.psa	19 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>Push</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Attack: Use Mask 01	Kuulu Kuulu tribesman 01: Noncycling animation for firebreather mask	.psk/.psa	23 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>firebreather</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>P</b> Kuulu 01 Attack: Use Mask 02	Kuulu Kuulu tribesman 01: Noncycling animation for trickster mask	.psk/.psa	29 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>trickster</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>A</b> Kuulu 01 Cheer	Kuulu Kuulu tribesman 01: Noncycling gesture for when Kuulu wins the race.	.psk/.psa	34 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>gesture_cheer</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>A</b> Kuulu 01 Sulk	Kuulu Kuulu tribesman 01: Noncycling gesture for when Kuulu loses the race.	.psk/.psa	34 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>Sulk</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01

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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
? Kuulu 01 Tea Drink	Kuulu Kuulu tribesman 01: Drinking Tea	.psk/.psa	34 frames	MH	Animation Set: <b>char_kuulu.psa</b> Mesh: <b>char_kuulu_01.psk</b> Sequence: <b>Sip</b> Texture: <b>char_kuulu_01.tga</b>	MeshAnimation: SIPKuulu.char_kuulu_01 Texture: SIPPlayerTex.Kuulu.char_kuulu_01
<b>Uluuk</b>						
<b>P</b> Uluuk Idle	Uluuk Idle: Make sure that first frame will blend with walk/run animations. Code calls first frame for short idles.	.psk/.psa	51 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Idle_Rest</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Walk Forward	Uluuk Walk Forward	.psk/.psa	41 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>WalkF</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Walk Backward	Uluuk Walk Back	.psk/.psa	41 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>WalkB</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Walk Left	Uluuk Walk Left	.psk/.psa	41 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>WalkL</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Walk Right	Uluuk Walk Right	.psk/.psa	41 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>WalkR</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Run Forward	Uluuk Run Forward	.psk/.psa	21 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>RunF</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Run Backward	Uluuk Run Back	.psk/.psa	21 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>RunB</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Run Left	Uluuk Run Left	.psk/.psa	21 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>RunL</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Run Right	Uluuk Run Right	.psk/.psa	21 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>RunR</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Crouch Forward	Uluuk Crouch Forward	.psk/.psa	41 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>CrouchF</b> Texture: <b>char_uluuk.tga</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk

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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>F</b> Uluuk Crouch Backward	Uluuk Crouch Back	.psk/.psa	41 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>CrouchB</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Crouch Left	Uluuk Crouch Left	.psk/.psa	41 frames	GL	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>CrouchL</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Crouch Right	Uluuk Crouch Right	.psk/.psa	41 frames	GL	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>CrouchR</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Hit Forward	When Uluuk gets pushed or hit by a fireball (1 frame only). Uluuk gets hit in front	.psk/.psa	1 frame	GL	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>HitF</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Hit Backward	When Uluuk gets pushed or hit by a fireball (1 frame only). Uluuk gets hit from behind.	.psk/.psa	1 frame	MS	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>HitB</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Hit Left	When Uluuk gets pushed or hit by a fireball (1 frame only). Uluuk gets hit from the left.	.psk/.psa	1 frame	MS	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>HitL</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Hit Right	When Uluuk gets pushed or hit by a fireball (1 frame only). Uluuk gets hit from the right.	.psk/.psa	1 frame	MS	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>HitR</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Jump Takeoff	Uluuk Jump takeoff-- squatting to jump up	.psk/.psa	6 frames	MS	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Jump_Takeoff</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Jump Mid Air	Uluuk Mid-air animations for jumps. Also plays when player is flying over the leap of faith puzzle.	.psk/.psa	7 frames	MS	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Jump_Mid</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Jump Land	Uluuk Jump land - when the player lands on an object after jumping. (1 frame only)	.psk/.psa	1 frame	MS	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Jump_Land</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Swimming forward	Uluuk tribesman 01: Swimming forward	.psk/.psa	18 frames	MH	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>SwimF</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>F</b> Uluuk Swimming backward	Uluuk tribesman 01: Swimming backward	.psk/.psa	18 frames	MH	Texture: <b>char_uluuk.tga</b> Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>SwimB</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk

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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
F Uluuk Swimming left	Uluuk tribesman 01: Swimming to the left	.psk/.psa	18 frames	MH	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>SwimL</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
F Uluuk Swimming right	Uluuk tribesman 01: Swimming to the right	.psk/.psa	18 frames	MH	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>SwimR</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
F Uluuk Swim Tread (idle)	Uluuk tribesman 01: Swimming idle animation (a water tread)	.psk/.psa	24 frames	MH	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Swim_Tread</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
A Uluuk Taunt 01		.psk/.psa	23 frames	MS	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Gesture_Taunt01</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
? Uluuk Taunt 02		.psk/.psa	23 frames	MS	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Gesture_Taunt02</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>P</b> Uluuk Attack: Push	Uluuk punches Kuulu Racer	.psk/.psa	27 frames	GL	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Push</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
A Uluuk Sulk	Non-cycling sulk animation for when Uluuk loses	.psk/.psa	34 frames	MH	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>Sulk</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
? Uluuk Wave	Uluuk Noncycling gesture for waving	.psk/.psa	19 frames	MH	Animation Set: <b>char_uluuk.psa</b> Mesh: <b>char_uluuk.psk</b> Sequence: <b>gesture_beckon</b> Texture: <b>char_uluuk.taa</b>	MeshAnimation: SIPUluuk.char_uluuk Texture: SIPPlayerTex.Uluuk.char_uluuk
<b>Steve</b>						
F Steve Drinking Tea	Steve drinking tea	.psk/.psa	34 frames	MH	Animation Set: <b>char_steve.psa</b> Mesh: <b>char_steve.psk</b> Sequence: <b>tea</b> Texture: <b>char_steve.taa</b>	MeshAnimation: SIPSteve.char_steve Texture: SIPPlayerTex.Steve.char_steve
<b>Masks</b>						
F Trickster Mask Idle	mesh with bones. 3rd person perspective	.psk/.psa	1 frame	MS	Animation Set: <b>masks_trickster_3rd.psa</b> Mesh: <b>masks_trickster_3rd.psk</b> Sequence: <b>Still</b> Texture: <b>masks_trickster.taa</b>	MeshAnimation: SIPMasks.masks_trickster Texture: SIPMasksTex.masks_trickster

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? Trickster Mask Running	Running, 3rd person perspective. Feathers/ornaments animating only.	.psk/.psa	8 frames	MS	Animation Set: <b>masks_trickster_3rd.psa</b> Mesh: <b>masks_trickster_3rd.psk</b> Sequence: <b>Run</b> Texture: <b>masks_trickster.tga</b>	MeshAnimation: SIPMasks.masks_trickster Texture: SIPMasksTex.masks_trickster
<b>P</b> Firebreather Idle	Idle	.psk/.psa	1 frame	MS	Animation Set: <b>masks_firebreather_3rd.psa</b> Mesh: <b>masks_firebreather_3rd.psk</b> Sequence: <b>Still</b> Texture: <b>masks_firebreather.tga</b>	MeshAnimation: SIPMasks.masks_firebreather Texture: SIPMasksTex.masks_firebreather
<b>P</b> Firebreather Running	Running	.psk/.psa	8 frames	MS	Animation Set: <b>masks_firebreather_3rd.psa</b> Mesh: <b>masks_firebreather_3rd.psk</b> Sequence: <b>Run</b> Texture: <b>masks_firebreather.tga</b>	MeshAnimation: SIPMasks.masks_firebreather Texture: SIPMasksTex.masks_firebreather
<b>F</b> Runner Idle	Idle	.psk/.psa	1 frame	MS	Animation Set: <b>masks_runner_3rd.psa</b> Mesh: <b>masks_runner_3rd.psk</b> Sequence: <b>Still</b> Texture: <b>masks_runner.tga</b>	MeshAnimation: SIPMasks.masks_runner Texture: SIPMasksTex.masks_runner
? Runner Running	Running	.psk/.psa	8 frames	MS	Animation Set: <b>masks_runner_3rd.psa</b> Mesh: <b>masks_runner_3rd.psk</b> Sequence: <b>Run</b> Texture: <b>masks_runner.tga</b>	MeshAnimation: SIPMasks.masks_runner Texture: SIPMasksTex.masks_runner
<b>F</b> Guardian Idle	Idle	.psk/.psa	1 frame	MS	Animation Set: <b>masks_guardian_3rd.psa</b> Mesh: <b>masks_guardian_3rd.psk</b> Sequence: <b>Still</b> Texture: <b>masks_guardian.tga</b>	MeshAnimation: SIPMasks.masks_guardian Texture: SIPMasksTex.masks_guardian
? Guardian Running	Running	.psk/.psa	8 frames	MS	Animation Set: <b>masks_guardian_3rd.psa</b> Mesh: <b>masks_guardian_3rd.psk</b> Sequence: <b>Run</b> Texture: <b>masks_guardian.tga</b>	MeshAnimation: SIPMasks.masks_guardian Texture: SIPMasksTex.masks_guardian
<b>Vertex Animation</b>						
<b>F</b> Animated Turtle model	Based on obs_turtle; wading through water very slowly		10 frames		Animated Mesh: animated_turtle Texture: obs_turtle.tga	
? Animated Macaw model	Based on macaw model; flying through the air		10 frames		Animated: animated_macaw Texture: obs_macaw.tga	

**Animated Meshes & Textures**

<b>P</b> Kuulu Kuulu Model 01		ASE	2000	SAR
<b>P</b> Kuulu Kuulu Texture 01		.tga	1024x1024	SAR
? Kuulu Kuulu Model 02	May use Kuulu Kuulu Model 01. Maintain skeletal mesh/animations.	ASE	2000	AK
<b>A</b> Kuulu Kuulu Texture 02		.tga	1024x1024	AK
? Kuulu Kuulu Model 03	May use Kuulu Kuulu Model 01. Maintain skeletal mesh/animations.	ASE	2000	AK
<b>A</b> Kuulu Kuulu Texture 03		.tga	1024x1024	AK
<b>P</b> Uluuk Model		ASE	2500	AK
<b>P</b> Uluuk Texture		.tga	1024x1024	AK
<b>F</b> Steve Model		ASE	2000	AK
<b>F</b> Steve Texture		.tga	1024x1024	AK
<b>P</b> Firebreather mask model		ASE	1000	ArtDept

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<b>P</b> Firebreather mask texture		.tga	1024x1024	ArtDept		
<b>P</b> Runner mask model		ASE	1000	ArtDept		
<b>P</b> Runner mask texture	Placeholder: use a color overlay on existing texture	.tga	1024x1024	ArtDept		
<b>P</b> Guardian mask model		ASE	1000	ArtDept		
<b>P</b> Guardian mask texture	Placeholder: use a color overlay on existing texture	.tga	1024x1024	ArtDept		
<b>P</b> Trickster mask model		ASE	1000	ArtDept		
<b>P</b> Trickster mask texture	Placeholder: use a color overlay on existing texture	.tga	1024x1024	ArtDept		

**Placeable Custom Entities (Mesh & Textures)**

**Pickups**

<b>P</b> Shrunken Head Model		ASE	500 tris	AK	pickup_shrunkenhead.ase	Mesh: SIPPickup.pickup_shrunkenhead
<b>P</b> Shrunken Head Texture		TGA	128x128	AK	pickup_shrunkenhead.tga	Texture: SIPPickupTex.pickup_shrunkenhead

**Checkpoint**

<b>P</b> Altar Model	This is the model for our checkpoint system.	ASE	500 tris	AK	misc_altar.ase	Mesh: SIPAltar.misc_altar
<b>P</b> Altar Texture	This is the model for our checkpoint system.	TGA	1024X1024	AK	misc_altar.tga	Texture: SIPAltarTex.misc_altar

**Environmental Meshes & Textures**

**Trees**

<b>P</b> Palm Tree Model 01	Archetype palm tree	ASE	1000 tris	AK	env_palmtree.ase	
<b>P</b> Palm Tree Texture 01		TGA	512x512	AK	env_palmtree.tga	
<b>P</b> Palm Tree Billboard 01	A render of the tree from the front using a skylight and alpha channel	TGA	512x512	AK	env_palmtreebillboard.tga	
<b>F</b> Banyan Tree Model 01	Archetype jungle tree	TGA	1200 tris	MS	env_banyantree.ase	
<b>F</b> Banyan Tree Texture 01		TGA	512x512	MS	env_banyantree.tga	
<b>F</b> Banyan Tree Billboard 01	A render of the tree from the front using a skylight	TGA	512x512	MS	env_banyantreebillboard.tga	
<b>P</b> Singed Tree Texture 01	Deco layer for Banyan Tree Model	TGA	512x512	JH	env_decoburned.tga	
<b>P</b> Moss Tree Texture 01	Deco layer for Banyan Tree Model	TGA	512x512	JH	env_decomoss.tga	
<b>P</b> Parasite Model 01	Parasite fern	TGA	512x512	MS	env_parasite.ase	
<b>P</b> Parasite Texture 01	Parasite fern	TGA	512x512	MS	env_parasite.tga	

**Small Trees**

<b>P</b> Fan Palm Tree Model 01		ASE	500 tris	SAR	env_fanpalm.ase	
<b>P</b> Fan Palm Tree Texture 01		TGA	512x512	SAR	env_fanpalm.tga	
<b>P</b> Banana Tree Model 01		ASE	500 tris	JH	env_bananatree.ase	
<b>P</b> Banana Tree Texture 01		TGA	512x512	JH	env_bananatree.tga	
<b>F</b> Rubber Tree Model 01		ASE	500 tris	MS	env_rubbertree.ase	
<b>F</b> Rubber Tree Texture 01		TGA	512x512	MS	env_rubbertree.tga	

**Shrubbery**

<b>P</b> Cascading Fern Model 01		ASE	100 tris	JH	env_fern_01.ase	
<b>P</b> Cascading Texture 01		TGA	256x256	JH	env_fern_01.tga	
<b>P</b> Painted Fern Model 01		ASE	100 tris	JH	env_fern_02.ase	
<b>P</b> Painted Fern Texture 01		TGA	256x256	JH	env_fern_02.tga	
<b>P</b> Button Fern Model 01		ASE	100 tris	SAR	env_fern_03.ase	
<b>P</b> Button Fern Texture 01		TGA	256x256	SAR	env_fern_03.tga	

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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>Terrain Decolayer</b>						
<b>P</b> Grass Model 01		ASE	20 tris	AK	env_grass_01.ase	
<b>P</b> Grass Texture 01		TGA	128x128	AK	env_grass_01.tga	
? Grass Model 02		ASE	20 tris	JH	env_grass_02.ase	
? Grass Texture 02		TGA	128x128	JH	env_grass_02.tga	
? Grass Model 03		ASE	20 tris	MS	env_grass_03.ase	
? Grass Texture 03		TGA	128x128	MS	env_grass_03.tga	
<b>F</b> Beach Clutter model	Cluster of seashells, seaweed, and small beach pebbles	ASE	100 tris	JH	env_beachclutter.ase	
<b>F</b> Beach Clutter texture		TGA	512x512	JH	env_beachclutter.tga	
<b>Rocks</b>						
<b>P</b> Rock Model 01		ASE	100 tris	AK	env_rock_01.ase	
<b>P</b> Rock Texture 01		TGA	256x256	AK	env_rock_01.tga	
<b>P</b> Rock Model 02		ASE	100 tris	SAR	env_rock_02.ase	
<b>P</b> Rock Texture 02		TGA	256x256	SAR	env_rock_02.tga	
<b>F</b> Waterfall Rock Model 01	Jagged rock cluster at bottom of waterfall that look killer	ASE	200 tris	JH	env_deadlyrock_01.ase	
<b>F</b> Waterfall Rock Texture 01		TGA	256x256	JH	env_deadlyrock_01.tga	
<b>F</b> Landscape Rock Model 01	Get required specs from terrain and Level Desginer	ASE	300 tris	JH	env_landscape_01.ase	
<b>F</b> Landscape Rock Texture 01		TGA	256x256	JH	env_landscape_01.tga	
<b>F</b> Landscape Rock Model 02	Get required specs from terrain and Level Desginer	ASE	300 tris	JH	env_landscape_02.ase	
<b>F</b> Landscape Rock Texture 02		TGA	256x256	JH	env_landscape_02.tga	
<b>Kuulu Kuulu Village</b>						
<b>P</b> Hut Model 01	bamboo huts on stilts with straw roof	ASE	1000 tris	SAR	env_villagehut.ase	
<b>P</b> Hut Texture 01		TGA	256x256	SAR	env_villagehut.tga	
<b>A</b> Hut Model 02	variation on hut design	ASE	1000 tris	ArtDept	env_villagehut02.ase	
<b>A</b> Hut Texture 02	variation on hut design	TGA	256x256	ArtDept	env_villagehut02.tga	
<b>P</b> Fire Pit Model 01	bonfire with a pig roasting over it	ASE	500 tris	SAR	env_villagefire.ase	
<b>P</b> Fire Pit Texture 01		TGA	256x256	SAR	env_villagefire.tga	
<b>A</b> Village clutter model 01	clutter for the village; re-usable / multi-purpose	ASE	500 tris	ArtDept	env_villageclutter01.ase	
<b>A</b> Village clutter Texture 01	clutter for the village; re-usable / multi-purpose	TGA	256x256	ArtDept	env_villageclutter01.tga	
<b>A</b> Village clutter model 02	clutter for the village; re-usable / multi-purpose	ASE	500 tris	ArtDept	env_villageclutter02.ase	
<b>A</b> Village clutter Texture 02	clutter for the village; re-usable / multi-purpose	TGA	256x256	ArtDept	env_villageclutter02.tga	
<b>F</b> Steve Statue Model	ancient stone Steve Statue	ASE	1000 tris	AK	env_steve_statue.ase	
<b>F</b> Steve Statue Texture		TGA	512x512	AK	env_steve_statue.tga	
<b>F</b> Starting Line Gate Frame Model	Decorated frame for starting gate	ASE	1000 tris	GL	env_starting_gateframe.ase	
<b>F</b> Starting Line Gate Frame Texture		TGA	1024x1024	GL	env_starting_gateframe.tga	
<b>F</b> Starting Line Gate Model	Bamboo/wood gate (mover) that will fall when race starts	ASE	500	GL	env_starting_gate.ase	
<b>F</b> Starting Line Gate Texture		TGA	512x512	GL	env_starting_gate.tga	
<b>Obstacles</b>						
<b>P</b> Waterwheel Model	log shape with NO PADDLES	ASE	500 tris	MH	obs_waterwheel.ase	
<b>P</b> Waterwheel Texture		TGA	512x512	MH	obs_waterwheel.tga	
<b>P</b> Bridge Plank Model	verify plank size with Casey	ASE	50 tris	MS	obs_plank.ase	
<b>P</b> Bridge Plank Texture		TGA	128x128	MS	obs_plank.tga	
<b>P</b> Bridge Model 01	Bridge for Overpass	ASE	500 tris	MS	obs_bridge_01.ase	
<b>P</b> Bridge Texture 01		TGA	128x128	MS	obs_bridge_01.tga	

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<b>P</b> Bridge Model 02	Bridge ends for falling bridge	ASE	500 tris	MS	obs_bridge_02.ase	
<b>P</b> Bridge Texture 02		TGA	128x128	MS	obs_bridge_02.tga	
<b>F</b> Bridge Model 03	Bridge for lava pit; should look fire-resistant	ASE	500 tris	ArtDept	obs_bridge_03.ase	
<b>F</b> Bridge Texture 03		TGA	128x128	ArtDept	obs_bridge_03.tga	
<b>F</b> Bridge support model 01	Support units for the overpass bridge and collapsing bridge	ASE	250 tris	ArtDept	obs_bridgesupport_01.ase	
<b>F</b> Bridge support texture 01		TGA	256x256	ArtDept	obs_bridgesupport_01.tga	
<b>F</b> Bridge support model 03	Support units for the lava pit bridge; should look fire-resistant	ASE	250 tris	ArtDept	obs_bridgesupport_03.ase	
<b>F</b> Bridge support texture 03		TGA	256x256	ArtDept	obs_bridgesupport_03.tga	
<b>F</b> Falling tree model	thick jungle tree that falls over when player wanders by	ASE	250 tris	ArtDept	obs_fallingtree.ase	
<b>F</b> Falling tree texture		TGA	256x256	ArtDept	obs_fallingtree.tga	
<b>F</b> Platform Tree model 01	Jungle tree with 1 platform on branches that players jump on	ASE	500 tris	ArtDept	obs_platformtree01.ase	
<b>F</b> Platform Tree texture 01		TGA	256x256	ArtDept	obs_platformtree01.tga	
<b>F</b> Platform Tree model 02	Jungle tree with 2 platforms on branches that players jump on	ASE	500 tris	ArtDept	obs_platformtree02.ase	
<b>F</b> Platform Tree texture 02		TGA	256x256	ArtDept	obs_platformtree02.tga	
<b>P</b> Turtle Model		ASE	1000 tris	AK	obs_turtle.ase	
<b>P</b> Turtle Texture		TGA	512x512	AK	obs_texture.tga	
<b>P</b> Pit Model	Pit that players can jump out of with rocks/detail on walls	ASE	200 tris	JH	obs_pithole.ase	
<b>P</b> Pit Texture		TGA	256x256	JH	obs_pithole.tga	
<b>P</b> Pit Debris Model	Similar to the leaf deco layer	ASE	100 tris	JH	obs_pit.ase	
<b>P</b> Pit Debris Texture		TGA	256x256	JH	obs_pit.tga	
<b>P</b> Small Bamboo Spikes Model		ASE	100 tris	SAR	obs_spikes.ase	
<b>P</b> Small Bamboo Spikes Texture		TGA	128x128	SAR	obs_spikes.tga	
<b>P</b> Stone Pillar Model		ASE	500 tris	JH	obs_pillar.ase	
<b>P</b> Stone Pillar Texture		TGA	512x512	JH	obs_pillar.tga	
<b>P</b> Long Stone Platform Model		ASE	50 tris	AK	obs_platform.ase	
<b>P</b> Long Stone Platform Texture		TGA	128x128	AK	obs_platform.tga	
<b>P</b> Stone Totem Model		ASE	1000 tris	AK	obs_totem.ase	
<b>P</b> Stone Totem Texture		TGA	512x512	AK	obs_totem.tga	
<b>P</b> Wooden Fence Barricade Model		ASE	50 tris	SAR	obs_fence.ase	
<b>P</b> Wooden Fence Barricade Texture		TGA	128x128	SAR	obs_fence.tga	
<b>P</b> Bamboo Barricade Model		ASE	50 tris	SAR	obs_barricade.ase	
<b>P</b> Bamboo Barricade Texture		TGA	128x128	SAR	obs_barricade.tga	
<b>P</b> Volcanic Rock Geiser Model	Key obstacle; large volcanic rock geiser (gravity volumes)	ASE	500 tris	MS	obs_geiser.ase	
<b>P</b> Volcanic Rock Geiser Texture		TGA	512x512	MS	obs_geiser.tga	
<b>F</b> Small Volcanic Geiser Model	General obstacle; for small geisers (jumppads)	ASE	500 tris	MS	obs_small_geiser.ase	
<b>F</b> Small Volcanic Geiser Texture		TGA	512x512	MS	obs_small_geiser.tga	
<b>F</b> Volcano cliff model 01	General obstacle; steep cliff that players can fall off of	ASE	300	MS	obs_cliff01.ase	
<b>F</b> Volcano cliff texture 01		TGA	512x512	MS	obs_cliff01.tga	
<b>P</b> Arrow Sign Model	Arrow to the mountain	ASE	500 tris	MS	sign_arrow.ase	
<b>P</b> Arrow Sign Texture		TGA	512x512	MS	sign_arrow.tga	
<b>F</b> Sign Post	Generic Sign post, 2 Kuulu Kuulu's high. Will hold arrows and/or masks	ASE	500 tris	ArtDept	sign_arrow_02.ase	
<b>F</b> Arrow Sign	Double-sided; slightly thicker than sign post; 1-2 arrows can be put on a sign post.	TGA	512x512	ArtDept	sign_arrow_02.tga	

**Other**

**A** Volcano Model                      The inside/crown of the volcano                      ASE      1000 tris      MS      misc\_volcano.ase  
**A** Volcano Texture                                                                TGA      1024X1024      MS      misc\_volcano.tga

SAVAGE PATCH KIDS  
**Sacrifice in Paradise**  
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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>F</b> Finish Line Model	Similar form as altar; festive	ASE	500 tris	MS	misc_finishline.ase	
<b>F</b> Finish Line Texture		TGA	512x512	MS	misc_finishline.tga	
<b>F</b> Water Mesh	Box for water meshes (ocean)	ASE	12 tris	SAR	misc_ocean.ase	
<b>F</b> Tikki torch model 01	Torch for environment deco / altars/ start & finish line	ASE	250	JH	env_torch01.ase	
<b>F</b> Tikki torch texture 01		TGA	256x256	JH	env_torch01.tga	

**Terrain Textures**

**Beach**

<b>P</b> Sand 01		TGA	512x512	GL	terrain_sand_01.tga	
<b>P</b> Underwater Sand		TGA	512x512	GL	terrain_sand_02.tga	
<b>P</b> Quicksand Texture		TGA	512x512	GL	obs_quicksand.tga	

**Jungle**

<b>P</b> Dirt 01		TGA	512x512	GL	terrain_dirt_01.tga	
<b>P</b> Grass 01		TGA	512x512	GL	terrain_grass_01.tga	

**Volcano**

<b>P</b> Volcanic Rock 01		TGA	512x512	GL	terrain_volcanicrock_01.tga	
<b>P</b> Volcanic Ash 01		TGA	512x512	GL	terrain_volcanicash_01.tga	
<b>P</b> Volcanic Dirt	Darker version of dirt 01	TGA	512x512	GL	terrain_dirt_02.tga	

**Fluid Textures**

<b>P</b> Lava 01	Molten magma	.tga	512x512	GL	terrain_lava_01.tga	Package: SIPTerrain
<b>P</b> Lava 02	darker layer of lava that moves over the first	.tga	512x512	GL	terrain_lava_02.tga	Package: SIPTerrain
<b>P</b> Water	lake or calm river water	.tga	512x512	GL	terrain_junglewater.tga	Package: SIPTerrain
<b>?</b> Sea water		TGA	512x512	GL	terrain_seawater_01.tga	Package: SIPTerrain
<b>F</b> Sea Waves 01		TGA	512x512	SAR	terrain_waves_01.tga	Package: SIPTerrain
<b>F</b> Sea Waves 02		TGA	512x512	SAR	terrain_waves_02.tga	Package: SIPTerrain
<b>F</b> River 01	Fast-moving water (panner)	.tga	512x512	SAR	terrain_river_01.tga	Package: SIPTerrain
<b>F</b> River 02	Fast-moving water (panner)	.tga	512x512	SAR	terrain_river_02.tga	Package: SIPTerrain
<b>F</b> Waterfall 01	Rushing waterfall	.tga	512x512	SAR	terrain_waterfall_01.tga	Package: SIPTerrain
<b>F</b> Waterfall 02	Rushing waterfall	.tga	512x512	SAR	terrain_waterfall_02.tga	Package: SIPTerrain

**Skybox Textures**

**Skybox**

<b>P</b> Skybox Top		.tga	512x512	GL	sky_box_t.tga	
<b>P</b> Skybox Bottom		.tga	512x512	GL	sky_box_b.tga	
<b>P</b> Skybox North		.tga	512x512	GL	sky_box_n.tga	
<b>P</b> Skybox East		.tga	512x512	GL	sky_box_e.tga	
<b>P</b> Skybox South		.tga	512x512	GL	sky_box_s.tga	
<b>P</b> Skybox West		.tga	512x512	GL	sky_box_w.tga	

**Clouds**

<b>F</b> Panner 01	Low Cumulous clouds. Must tile perfectly. Panning will be applied in UnrealEd	.tga	512x512	GL	sky_cloud_01	
<b>F</b> Panner 02	Higher, thinner clouds. Must tile perfectly. Panning will be applied in UnrealEd	.tga	512x512	GL	sky_cloud_02	

SAVAGE PATCH KIDS  
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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>Particles</b>						
<b>F</b> Corrupted Kuulu Kuulu Body Flame		.tga	256x256	MS	particle_uluukflame.tga	Texture: SIPFXTex.particle_uluukflame
<b>F</b> Firebreather Flame		.tga	256x256	MS	particle_firebreatherflame.tga	Texture: SIPFXTex.particle_firebreatherflame
<b>F</b> Fire pit Flame		.tga	256x256	MS	particle_firepit.tga	Texture: SIPFXTex.particle_firepit
<b>F</b> Fire pit Smoke		.tga	256x256	MS	particle_firesmoke.tga	Texture: SIPFXTex.particle_firesmoke
<b>F</b> Volcano Smoke 01	Large smoke cloud rising from lava pit	.tga	256x256	MS	particle_volcanosmoke.tga	Texture: SIPFXTex.particle_volcanosmoke
<b>F</b> Volcano Geyser 01	Smaller; radius should hold player; will be used as a platform/jumppad	.tga	256x256	MS	particle_volcanosteam.tga	Texture: SIPFXTex.particle_volcanosteam
<b>F</b> Waterfall mist	mist for waterfall	.tga	256x256	MS	particle_watermist.tga	Texture: SIPFXTex.particle_watermist
<b>Machinima</b>						
<b>F</b> Beginning sequence	1	.ut2	10 seconds	PL	BeginningSequence.ut2	
<b>?</b> Ending sequence	Winner has tea with steve; other kuulus and uluuk sulk	.ut2	30 seconds	PL	EndingSequence.ut2	
<b>UI/HUD Items</b>						
<b>F</b> Divine Favor Display		.tga	128x128	MH	ui_divinefavor.tga	
<b>F</b> Racer Placement Ranking		.tga	128x128	MH	ui_rank.tga	
<b>F</b> Mask Indicator 01	Firebreather	.tga	128x128	MH	ui_maskfirebreather.tga	
<b>F</b> Mask Indicator 02	Trickster	.tga	128x128	MH	ui_masktrickster.tga	
<b>F</b> Mask Indicator 03	Runner	.tga	128x128	MH	ui_maskrunner.tga	
<b>F</b> Mask Indicator 04	Guardian	.tga	128x128	MH	ui_maskguardian.tga	
<b>F</b> Mask Bar	Bar background containing mask icons (4 slots)	.tga		MH	ui_maskback.tga	
<b>?</b> Kuulu Kuulu 01 Portrait	2D character's portrait to be displayed during character selection	.tga	256x512	MH	ui_portraitkuulu.tga	
<b>P</b> Load Screen	Screen showing that game is loading	.tga	1024x1024	MH	ui_loadscreen.tga	
<b>P</b> Win Screen	2D background image for scoreboard	.tga	1024x1024	AK	ui_scoreboard.tga	
<b>Misc. Art</b>						
<b>R</b> Box Art		.jpg		JH	SIP_boxart.jpg	
<b>R</b> Manual Cover Art	Cover for manual	.jpg		JH	SIP_manualart.jpg	
<b>?</b> Icon	desktop icon for game	.ico		MS	SIP_icon.ico	
<b>Music</b>						
<b>B</b> Title Music		.ogg		MS		
<b>B</b> Game Music		.ogg		MS		
<b>B</b> Winner Music		.ogg		MS		
<b>Sound</b>						
<b>B</b> Flame Sound		.ogg		LvIDesign		
<b>B</b> Run Sound		.ogg		LvIDesign		
<b>B</b> Jump Sound		.ogg		LvIDesign		
<b>B</b> Race Start Sound		.ogg		LvIDesign		
<b>B</b> Damaged Sound		.ogg		LvIDesign		

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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>Level Assets</b>						
<b>Levels</b>						
<b>P</b> Level 01		.ut2		CS	Sip-Prototype.ut2	
<b>P</b> Playtest playground: programmers	Simple boxworld to test prototype scripts easily (throw-away)	.ut2		LvlDesign	Programmertrak2.ut2 (req's: AASuttonCustoms.utx)	
<b>P</b> Playtest playground: artists	Simple boxworld to demonstrate sizes (throw-away)	.ut2		LvlDesign	SIP_artplayground.ut2	
<b>Packages</b>						
<b>P</b> SIPObjecTs	Models Groups: Plants, Rocks, Village, Obstacles, Misc	.usx		JC	SIPObjecTs.usx	
<b>P</b> SIPObjecTsTex	Textures Groups: Plants, Rocks, Village, Obstacles, Misc	.utx		JC	SIPObjecTsTex.utx	
<b>P</b> SIPTerrain	Textures Groups: Land, Fluid,	.utx		JC	SIPTerrain.utx	
<b>F</b> SIPFXTex	Special Effects textures	.utx		JC	SIPFXTex.utx	
<b>P</b> SIPSkyBox	Skybox Textures	.utx		JC	SIPSkyBox.utx	
<b>P</b> SIPPlayerTex	Player textures for Kuulu Kuulu and Uluuk Groups: Kuulu, Uluuk	.utx		JC	SIPPlayerTex.utx	
<b>P</b> SIPMasksTex	Mask textures	.utx		JC	SIPMasksTex.utx	
<b>P</b> SIPPickup	Pickup meshes (shrunken head)	.usx		JC	SIPPickup.usx	
<b>P</b> SIPPickupTex	Pickup textures (shrunken head)	.utx		JC	SIPPickupTex.utx	
<b>P</b> SIPAltar	Altar mesh	.usx		JC	SIPAltar.usx	
<b>P</b> SIPAltarTex	Altar texture	.utx		JC	SIPAltarTex.utx	
<b>P</b> SIPKuulu	Character Animations for Kuulu Kuulu	.ukx		JC	SIPKuulu.ukx	
<b>P</b> SIPUluuk	Character Animations	.ukx		JC	SIPUluuk.ukx	
<b>P</b> SIPMasks	Mask Animations	.ukx		JC	SIPMasks.ukx	
<b>F</b> SIPSteve	Character Animation for Steve	.ukx		JC	SIPSteve.ukx	
<b>P</b> SIPUI	User interface textures: Screens, HUD, Buttons	.utx		JC	SIPUI.utx	
<b>Tech Assets</b>						
<b>P</b> SacrificeInParadise		.u		JM	SacrificeInParadise.u	
<b>P</b> SIPAmmo		.uc		Software	SIPAmmo.uc	
<b>P</b> SIPCheckPoint		.uc		Software	SIPCheckPoint.uc	
<b>P</b> SIPFirebreatherFire		.uc		Software	SIPFirebreatherFire.uc	
<b>P</b> SIPFirebreatherMask		.uc		Software	SIPFirebreatherMask.uc	
<b>P</b> SIPFirebreatherMaskAttachment		.uc		Software	SIPFirebreatherMaskAttachment.uc	
<b>P</b> SIPGameInfo		.uc		Software	SIPGameInfo.uc	
<b>P</b> SIPGameReplicationInfo		.uc		Software	SIPGameReplicationInfo.uc	
<b>P</b> SIPGuardianFire		.uc		Software	SIPGuardianFire.uc	
<b>P</b> SIPGuardianMask		.uc		Software	SIPGuardianMask.uc	
<b>P</b> SIPGuardianMaskAttachment		.uc		Software	SIPGuardianMaskAttachment.uc	
<b>P</b> SIPHud		.uc		Software	SIPHud.uc	
<b>P</b> SIPMainMenu		.uc		Software	SIPMainMenu.uc	
<b>P</b> SIPMutator		.uc		Software	SIPMutator.uc	
<b>P</b> SIPPawn		.uc		Software	SIPPawn.uc	
<b>P</b> SIPPlayerController		.uc		Software	SIPPlayerController.uc	
<b>P</b> SIPPlayerReplicationInfo		.uc		Software	SIPPlayerReplicationInfo.uc	

SAVAGE PATCH KIDS  
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Asset Name	Description	File Type	Size	Dev'r	File Name	UnrealEd Location
<b>P</b> SIPPlayerStart		.uc		Software	SIPPlayerStart.uc	
<b>P</b> SIPPushAttachment		.uc		Software	SIPPushAttachment.uc	
<b>P</b> SIPPushFire		.uc		Software	SIPPushFire.uc	
<b>P</b> SIPPushProj		.uc		Software	SIPPushProj.uc	
<b>P</b> SIPRunnerFire		.uc		Software	SIPRunnerFire.uc	
<b>P</b> SIPRunnerMask		.uc		Software	SIPRunnerMask.uc	
<b>P</b> SIPRunnerMaskAttachment		.uc		Software	SIPRunnerMaskAttachment.uc	
<b>P</b> SIPServerLoading		.uc		Software	SIPServerLoading.uc	
<b>P</b> SIPShrunkenHead		.uc		Software	SIPShrunkenHead.uc	
<b>P</b> SIPShrunkenHeadBase		.uc		Software	SIPShrunkenHeadBase.uc	
<b>P</b> SIPTricksterFire		.uc		Software	SIPTricksterFire.uc	
<b>P</b> SIPTricksterMask		.uc		Software	SIPTricksterMask.uc	
<b>P</b> SIPTricksterMaskAttachment		.uc		Software	SIPTricksterMaskAttachment.uc	
<b>P</b> SIPUluukFire		.uc		Software	SIPUluukFire.uc	
<b>P</b> SIPUluukMask		.uc		Software	SIPUluukMask.uc	
<b>P</b> runUT		.bat		Software	runUT.bat	
<b>P</b> server		.bat		Software	server.bat	
<b>P</b> compile		.bat		Software	compile.bat	

**Misc. Assets**

<b>P</b> Build Notes	contains basic instructions for running the current build	.txt		Software	README.txt	
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# MILESTONES



## Milestones

### Prototype

[February 28, 2008]

#### External

- Built as quickly as possible to verify design and/or technology works
- Assets are considered throw away to allow faster completion

#### Internal

- Art assets demonstrate visual style

### First Playable

[March 25, 2008]

#### External

- Entire game is playable beginning to end with out cheats
- All major features functional and most minor:
- Contains recreated Prototype level
- Placeholders okay
- Includes significant portion of game play

#### Internal

- Code is feature complete
- Obstacles are fun and can be completed by players of varying skill levels
- Draft UI components complete
- All major character animations complete
- Isolated island concept is successfully conveyed
- Art style is consistent



## Alpha

*[April 10, 2008]*

### External

- Feature complete
- Completely playable no missing features (no matter how small)
- All art and design of shippable quality
- No placeholder assets
- Understood that polish, balance and bugs fixes remain
- Passes compatibility testing
- All non-game assets (installers, documentation, etc.) shippable quality

### Internal

- Major gameplay components are balanced

## Beta

*[April 24, 2008]*

### External

- First version that is a believable shipping candidate
- No known show stopper issues remain
- Only show stopper bugs will be fixed
- No polish or balance fixes allowed

## RTM

*[May 1, 2008]*

### External

- Finish and ready to duplicate
- Multiple Master copies created and verified to be bit accurate
- Archived

# DEVELOPMENT PLAN

ID	Task Name	Duration	Start	Finish	Predece	Resou Names	Mar 9, '08				Mar 16, '08				Mar 23, '08				Mar 30, '08				Apr 6, '08				Apr 13, '08				Apr 20, '08				Apr 27, '08			
							S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W
1	<b>Sacrifice in Paradise</b>	53 days	Mon 3/10/08	Thu 5/1/08			[Gantt bar for Sacrifice in Paradise]																															
2	First Playable	15.5 days	Mon 3/10/08	Tue 3/25/08			[Gantt bar for First Playable]																															
3	Alpha	15.5 days	Wed 3/26/08	Thu 4/10/08	2		[Gantt bar for Alpha]																															
4	Beta	13.5 days	Fri 4/11/08	Thu 4/24/08	3		[Gantt bar for Beta]																															
5	RTM	7 days	Thu 4/24/08	Thu 5/1/08	4		[Gantt bar for RTM]																															
6	<b>First Playable Production Phase ONE</b>	8.25 days?	Mon 3/10/08	Mon 3/17/08			[Gantt bar for First Playable Production Phase ONE]																															
7	<b>ART TASKS</b>	8 days?	Mon 3/10/08	Mon 3/17/08			[Gantt bar for ART TASKS]																															
8	<b>Characters Skeletal Meshes, Textures, and Animations</b>	6.25 days	Mon 3/10/08	Sun 3/16/08			[Gantt bar for Characters Skeletal Meshes, Textures, and Animations]																															
9	<b>Kuulu Kuulu Model and Textures</b>	3 days	Mon 3/10/08	Thu 3/13/08			[Gantt bar for Kuulu Kuulu Model and Textures]																															
10	Create Kuulu 01 high-poly model	1 day	Mon 3/10/08	Tue 3/11/08		Sarai	[Task bar for Create Kuulu 01 high-poly model, assigned to Sarai]																															
11	Unwrap Kuulu 01 high poly model and create placeholder texture	1 day	Tue 3/11/08	Wed 3/12/08	10	Sarai	[Task bar for Unwrap Kuulu 01 high poly model and create placeholder texture, assigned to Sarai]																															
12	Create texture for Kuulu 01 high poly model	1 day	Wed 3/12/08	Thu 3/13/08	11	Sarai	[Task bar for Create texture for Kuulu 01 high poly model, assigned to Sarai]																															
13	<b>Kuulu Kuulu Animations</b>	3.5 days	Wed 3/12/08	Sun 3/16/08			[Gantt bar for Kuulu Kuulu Animations]																															
14	Set up Kuulu Skeletal Mesh	0.5 days	Wed 3/12/08	Thu 3/13/08	11	Matt	[Task bar for Set up Kuulu Skeletal Mesh, assigned to Matt]																															
15	Animate Kuulu Run Forward, Backward, Left, Right	0.5 days	Thu 3/13/08	Thu 3/13/08	14	Matt	[Task bar for Animate Kuulu Run Forward, Backward, Left, Right, assigned to Matt]																															
16	Animate Kuulu Jump Takeoff, Mid, Land	0.5 days	Thu 3/13/08	Fri 3/14/08	14	Matt	[Task bar for Animate Kuulu Jump Takeoff, Mid, Land, assigned to Matt]																															
17	Animate Kuulu 1 frame animations (4 total): Hit Forward, Backward, Left, Right	0.5 days	Fri 3/14/08	Fri 3/14/08	14	Matt	[Task bar for Animate Kuulu 1 frame animations (4 total): Hit Forward, Backward, Left, Right, assigned to Matt]																															
18	Animate Kuulu Idle Animation	0.5 days	Fri 3/14/08	Fri 3/14/08	14	Matt	[Task bar for Animate Kuulu Idle Animation, assigned to Matt]																															
19	Animate Kuulu Death Forward	0.5 days	Sat 3/15/08	Sat 3/15/08	14	Matt	[Task bar for Animate Kuulu Death Forward, assigned to Matt]																															
20	Animate Kuulu Push	0.5 days	Sat 3/15/08	Sun 3/16/08	14	Matt	[Task bar for Animate Kuulu Push, assigned to Matt]																															
21	<b>Uluuk Model and Textures</b>	3 days	Mon 3/10/08	Thu 3/13/08			[Gantt bar for Uluuk Model and Textures]																															
22	Create Uluuk high-poly model	1 day	Mon 3/10/08	Mon 3/10/08		Alex	[Task bar for Create Uluuk high-poly model, assigned to Alex]																															
23	Unwrap Uluuk high poly model and create placeholder texture	1 day	Tue 3/11/08	Wed 3/12/08	22	Alex	[Task bar for Unwrap Uluuk high poly model and create placeholder texture, assigned to Alex]																															
24	Create texture for Uluuk high poly model	1 day	Wed 3/12/08	Thu 3/13/08	23	Alex	[Task bar for Create texture for Uluuk high poly model, assigned to Alex]																															
25	<b>Uluuk Animations</b>	3.5 days	Wed 3/12/08	Sat 3/15/08			[Gantt bar for Uluuk Animations]																															
26	Set up Uluuk Skeletal Mesh	0.5 days	Wed 3/12/08	Wed 3/12/08	23	Mark	[Task bar for Set up Uluuk Skeletal Mesh, assigned to Mark]																															
27	Animate Uluuk Run Forward, Backward, Left, Right	0.5 days	Wed 3/12/08	Thu 3/13/08	26	Mark	[Task bar for Animate Uluuk Run Forward, Backward, Left, Right, assigned to Mark]																															

Project: SIPProject02  
Date: Tue 7/29/08

Task Progress Summary External Tasks Deadline

Split Milestone Project Summary External Milestone



ID	Task Name	Duration	Start	Finish	Predecessors	Resource	Mar 9, '08	Mar 16, '08	Mar 23, '08	Mar 30, '08	Apr 6, '08	Apr 13, '08	Apr 20, '08	Apr 27, '08																											
							S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
55	<b>Other</b>	5.5 days	Mon 3/10/08	Sat 3/15/08			[Summary bar]																																		
56	Create Wooden Head Statue 01 mesh and texture	1 day	Thu 3/13/08	Fri 3/14/08	52	Sarai																																			
57	Create Falling Tree mesh and texture	1 day	Thu 3/13/08	Fri 3/14/08		Jess																																			
58	Create waterfall jagged rock 01 mesh and texture	1 day	Fri 3/14/08	Sat 3/15/08		Jess																																			
59	Create Platform Tree 01 mesh and texture	1 day	Mon 3/10/08	Mon 3/10/08		Matt																																			
60	Create Platform Tree 02 mesh and texture	1 day	Tue 3/11/08	Wed 3/12/08		Matt																																			
61	Create Volcanic Cliff 01 mesh and texture	0.5 days	Mon 3/10/08	Mon 3/10/08		Mark																																			
62	Create Volcanic Cliff 02 mesh and texture	0.5 days	Mon 3/10/08	Mon 3/10/08	61	Mark																																			
63	Revise big volcanic geyser for leap of faith: Mesh and Texture	0.5 days	Tue 3/11/08	Tue 3/11/08		Mark																																			
64	Create small volcanic geyser for general obstacles: Mesh and Texture	0.5 days	Tue 3/11/08	Wed 3/12/08	63	Mark																																			
65	<b>Environmental Meshes &amp; Texture</b>	2 days	Fri 3/14/08	Sun 3/16/08			[Summary bar]																																		
66	<b>Water Meshes</b>	2 days	Fri 3/14/08	Sun 3/16/08			[Summary bar]																																		
67	Create test assets for water meshes	1 day	Fri 3/14/08	Sat 3/15/08	94	Sarai																																			
68	Revise water assets as necessary and resubmit for testing	1 day	Sat 3/15/08	Sun 3/16/08	67	Sarai																																			
69	<b>Textures</b>	3 days	Thu 3/13/08	Sat 3/15/08			[Summary bar]																																		
70	<b>Skybox Textures</b>	3 days	Thu 3/13/08	Sat 3/15/08			[Summary bar]																																		
71	Create test assets for skybox meshes and textures	2 days	Thu 3/13/08	Fri 3/14/08	98	Grace																																			
72	Revise skybox assets as necessary and re-submit for testing	1 day	Fri 3/14/08	Sat 3/15/08	71	Grace																																			
73	<b>LD TASKS</b>	8.25 days	Mon 3/10/08	Mon 3/17/08			[Summary bar]																																		
74	<b>Whitebox</b>	1.5 days	Mon 3/10/08	Wed 3/12/08			[Summary bar]																																		
75	Create full-sized (final) hull geometry including placeholder skybox.	0.5 days	Mon 3/10/08	Tue 3/11/08		Casey																																			
76	Create base terrain with critical path, obstacle areas, altar areas, starting line, finish line, and volcano	1 day	Tue 3/11/08	Wed 3/12/08	75	Casey																																			
77	<b>Setup and implement Key Obstacles</b>	6 days	Wed 3/12/08	Mon 3/17/08	76		[Summary bar]																																		
78	Create sandbox of Macaw puzzle	2 days	Wed 3/12/08	Fri 3/14/08		Paul																																			
79	Setup rolling water wheel obstacle with prototype art	0.5 days	Wed 3/12/08	Wed 3/12/08		Casey																																			
80	Turtle platforms with prototype art	0.5 days	Wed 3/12/08	Thu 3/13/08		Casey																																			
81	Set up Leap of Faith with prototype art	0.5 days	Thu 3/13/08	Thu 3/13/08		Casey																																			

Project: SIPProject02  
Date: Tue 7/29/08

Task Progress Summary External Tasks Deadline

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ID	Task Name	Duration	Start	Finish	Precede	Resou Names	Mar 9, '08		Mar 16, '08		Mar 23, '08		Mar 30, '08		Apr 6, '08		Apr 13, '08		Apr 20, '08		Apr 27, '08							
							S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S
325	Arrange special effects lighting on jungle area	1 day?	Tue 3/25/08	Wed 3/26/08		Sam																						
326	Arrange special effects lighting on Volcano area	1 day?	Wed 3/26/08	Thu 3/27/08		Sam																						
327	<b>Implement FX</b>	<b>8 days</b>	<b>Mon 3/24/08</b>	<b>Mon 3/31/08</b>																								
328	Implement FX: waterfall, particles	2 days	Mon 3/24/08	Mon 3/31/08		Sam																						
329	<b>Animations</b>	<b>9.5 days?</b>	<b>Mon 3/24/08</b>	<b>Wed 4/2/08</b>																								
330	Update character and weapon animation packages for new art assets	1 day?	Tue 4/1/08	Wed 4/2/08		Jane																						
331	Test that animations function properly (especially on new character models)	1 day?	Mon 3/24/08	Mon 3/24/08																								
332	<b>Particles</b>	<b>2 days?</b>	<b>Fri 3/28/08</b>	<b>Sun 3/30/08</b>																								
333	Test out particles in sandbox and ensure all assets work properly	1 day?	Fri 3/28/08	Sat 3/29/08		Sam																						
334	Implement particles into level	1 day?	Sat 3/29/08	Sun 3/30/08		Sam																						
335	<b>UI</b>	<b>10.5 days</b>	<b>Mon 3/24/08</b>	<b>Thu 4/3/08</b>																								
336	Create UI art packages for software	1 day	Mon 3/31/08	Tue 4/1/08	311	Paul																						
337	Create pre-game machinima	3 days	Mon 3/24/08	Thu 3/27/08		Paul																						
338	Create post-game machinima	4 days	Mon 3/24/08	Thu 4/3/08		Paul																						
339	<b>SD TASKS</b>	<b>18 days</b>	<b>Sat 3/22/08</b>	<b>Tue 4/8/08</b>	215																							
340	<b>UI</b>	<b>6 days</b>	<b>Sat 3/22/08</b>	<b>Fri 3/28/08</b>																								
341	Test and debug HUD	3 days	Sat 3/22/08	Tue 3/25/08		Anthor																						
342	Fully implement win screen and scoreboard	3 days	Tue 3/25/08	Fri 3/28/08		Anthor																						
343	Fully implement load screen	3 days	Sat 3/22/08	Tue 3/25/08		JR																						
344	<b>Animation</b>	<b>3 days</b>	<b>Sat 3/22/08</b>	<b>Tue 3/25/08</b>																								
345	Integrate new animations into code	3 days	Sat 3/22/08	Tue 3/25/08		Kevin																						
346	Gather bug reports and feedback from First Playable build	3 days	Mon 3/24/08	Thu 3/27/08		SD De																						
347	Debug and implement feedback	12 days	Sat 3/22/08	Tue 4/8/08		SD De																						
348	INTEGRATION	3 days	Sat 4/5/08	Mon 4/7/08																								
349	MILESTONE DELIVERABLES TESTING	2 days	Tue 4/8/08	Thu 4/10/08	348																							
350	<b>Beta Production Phase</b>	<b>14.5 days</b>	<b>Thu 4/10/08</b>	<b>Thu 4/24/08</b>	246																							
351	<b>Administrative Tasks</b>	<b>4 days</b>	<b>Thu 4/10/08</b>	<b>Sun 4/13/08</b>																								

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Task Progress Summary External Tasks Deadline

Split Milestone Project Summary External Milestone

ID	Task Name	Duration	Start	Finish	Predece	Resou Names	Mar 9, '08		Mar 16, '08		Mar 23, '08		Mar 30, '08		Apr 6, '08		Apr 13, '08		Apr 20, '08		Apr 27, '08			
							S	S	M	T	W	T	F	S	S	S	M	T	W	T	F	S	S	S
352	Update Asset Database, GDD, Schedule	2 days	Fri 4/11/08	Sat 4/12/08		Jane											Jane							
353	Update Top 10 Risks	1 day	Thu 4/10/08	Fri 4/11/08		Jane											Jane							
354	Compile art feedback and send to Lead Artist	1 day	Sat 4/12/08	Sun 4/13/08		Jane											Jane							
355	<b>ART TASKS</b>	<b>5 days</b>	<b>Thu 4/10/08</b>	<b>Mon 4/14/08</b>																				
356	Art refinement	5 days	Thu 4/10/08	Mon 4/14/08		Art De											Art Dept							
357	<b>LD TASKS</b>	<b>9.5 days</b>	<b>Mon 4/14/08</b>	<b>Thu 4/24/08</b>	349																			
358	<b>Art Integration</b>	<b>2.5 days</b>	<b>Mon 4/14/08</b>	<b>Thu 4/17/08</b>	355																			
359	Update unreal packages	0.5 days	Mon 4/14/08	Tue 4/15/08		Jane											Jane							
360	Final pass on environmental art	2 days	Tue 4/15/08	Thu 4/17/08	359	Jane											Jane							
361	<b>Special effects refinement</b>	<b>2 days</b>	<b>Thu 4/17/08</b>	<b>Fri 4/18/08</b>	358																			
362	Final pass on particles	1 day	Thu 4/17/08	Fri 4/18/08		Sam											Sam							
363	Final pass on FX	1 day	Fri 4/18/08	Fri 4/18/08		Sam											Sam							
364	<b>Optimization</b>	<b>2 days</b>	<b>Sat 4/19/08</b>	<b>Mon 4/21/08</b>	361																			
365	Occluders	2 days	Sat 4/19/08	Mon 4/21/08		Paul											Paul							
366	LOD adjustments	2 days	Sat 4/19/08	Mon 4/21/08		Casey											Casey							
367	Playtesting	2 days	Tue 4/22/08	Thu 4/24/08	364	LD De																		
368	<b>SD TASKS</b>	<b>10 days</b>	<b>Thu 4/10/08</b>	<b>Sat 4/19/08</b>	246																			
369	Bug testing and fixing	10 days	Thu 4/10/08	Sat 4/19/08		SD De																		
370	INTEGRATION	3 days	Sat 4/19/08	Mon 4/21/08																				
371	MILESTONE DELIVERABLES TESTING	2 days	Tue 4/22/08	Thu 4/24/08	370																			
372	<b>RTM Production Phase</b>	<b>7.25 days?</b>	<b>Thu 4/24/08</b>	<b>Thu 5/1/08</b>	350																			
373	<b>Administrative Tasks</b>	<b>4 days</b>	<b>Thu 4/24/08</b>	<b>Sun 4/27/08</b>																				
374	Update Asset Database, GDD, Schedule	2 days	Fri 4/25/08	Sat 4/26/08	350	Jane																		
375	Update Top 10 Risks	1 day	Thu 4/24/08	Fri 4/25/08	350	Jane																		
376	Compile art feedback and send to Lead Artist	1 day	Sat 4/26/08	Sun 4/27/08	350	Jane																		
377	<b>ART TASKS</b>	<b>2 days</b>	<b>Thu 4/24/08</b>	<b>Fri 4/25/08</b>																				
378	Box Art	1 day	Thu 4/24/08	Fri 4/25/08		Jess																		

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Task Progress Summary External Tasks Deadline

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# DEPARTMENT TASK LISTS

ART DEPARTMENT  
TASK LIST

ID	Task Name	Duration	Start	Finish	Predecess	Resource
<b>Week of March 9</b>						
10	Create Kuulu 01 high-poly model	1 day	Mon 3/10/08	Tue 3/11/08		Sarai
11	Unwrap Kuulu 01 high poly model and create placeholder texture	1 day	Tue 3/11/08	Wed 3/12/08	10	Sarai
12	Create texture for Kuulu 01 high poly model	1 day	Wed 3/12/08	Thu 3/13/08	11	Sarai
14	Set up Kuulu Skeletal Mesh	0.5 days	Wed 3/12/08	Thu 3/13/08	11	Matt
15	Animate Kuulu Run Forward, Backward, Left, Right	0.5 days	Thu 3/13/08	Thu 3/13/08	14	Matt
16	Animate Kuulu Jump Takeoff, Mid, Land	0.5 days	Thu 3/13/08	Fri 3/14/08	14	Matt
17	Animate Kuulu 1 frame animations (4 total): Hit Forward, Backward, Left, Right	0.5 days	Fri 3/14/08	Fri 3/14/08	14	Matt
18	Animate Kuulu Idle Animation	0.5 days	Fri 3/14/08	Fri 3/14/08	14	Matt
19	Animate Kuulu Death Forward	0.5 days	Sat 3/15/08	Sat 3/15/08	14	Matt
20	Animate Kuulu Push	0.5 days	Sat 3/15/08	Sun 3/16/08	14	Matt
22	Create Uluuk high-poly model	1 day	Mon 3/10/08	Mon 3/10/08		Alex
23	Unwrap Uluuk high poly model and create placeholder texture	1 day	Tue 3/11/08	Wed 3/12/08	22	Alex
24	Create texture for Uluuk high poly model	1 day	Wed 3/12/08	Thu 3/13/08	23	Alex
26	Set up Uluuk Skeletal Mesh	0.5 days	Wed 3/12/08	Wed 3/12/08	23	Mark
27	Animate Uluuk Run Forward, Backward, Left, Right	0.5 days	Wed 3/12/08	Thu 3/13/08	26	Mark
28	Animate Uluuk Jump Takeoff, Mid, Land	0.5 days	Thu 3/13/08	Thu 3/13/08	26	Mark
29	Animate Uluuk 1 frame animations (4 total): Hit Forward, Backward, Left, Right	0.5 days	Thu 3/13/08	Fri 3/14/08	26	Mark
30	Animate Uluuk idle animation	0.5 days	Fri 3/14/08	Fri 3/14/08	26	Mark
31	Animate Uluuk Death Forward	0.5 days	Fri 3/14/08	Fri 3/14/08	26	Mark
32	Animate Uluuk Punch	0.5 days	Fri 3/14/08	Sat 3/15/08	26	Mark
35	Create Firebreather Mask high-poly model	1 day	Thu 3/13/08	Fri 3/14/08		Alex
36	Unwrap Firebreather mask	0.5 days	Fri 3/14/08	Fri 3/14/08	35	Alex
37	Set up Firebreather mask skeletal mesh and create 1 frame idle animation (no movement)	0.5 days	Sat 3/15/08	Sat 3/15/08	36	Mark
38	Create texture for Firebreather mask	1 day	Fri 3/14/08	Sat 3/15/08	36	Alex
40	Create Trickster Mask high-poly model	1 day	Sat 3/15/08	Sun 3/16/08		Alex
46	Create Collapsing Bridge support units mesh & texture	1 day	Mon 3/10/08	Mon 3/10/08		Jess
47	Create Lava Pit Bridge with supports: mesh and texture	1 day	Tue 3/11/08	Wed 3/12/08		Jess
49	Create Stone Pillar 01 mesh & texture - wide	1 day	Wed 3/12/08	Thu 3/13/08		Jess
50	Create Stone Pillar 02 mesh & texture - narrow	0.5 days	Thu 3/13/08	Thu 3/13/08		Jess
52	Create Starting Gate frame mesh and texture	1 day	Mon 3/10/08	Mon 3/10/08		Grace
53	Create Starting Gate mesh and texture	1 day	Tue 3/11/08	Wed 3/12/08		Grace
54	Create Finish Line Gate mesh and texture	1 day?	Wed 3/12/08	Thu 3/13/08		Grace
56	Create Wooden Head Statue 01 mesh and texture	1 day	Thu 3/13/08	Fri 3/14/08	52	Sarai
57	Create Falling Tree mesh and texture	1 day	Thu 3/13/08	Fri 3/14/08		Jess
58	Create waterfall jagged rock 01 mesh and texture	1 day	Fri 3/14/08	Sat 3/15/08		Jess
59	Create Platform Tree 01 mesh and texture	1 day	Mon 3/10/08	Mon 3/10/08		Matt
60	Create Platform Tree 02 mesh and texture	1 day	Tue 3/11/08	Wed 3/12/08		Matt
61	Create Volcanic Cliff 01 mesh and texture	0.5 days	Mon 3/10/08	Mon 3/10/08		Mark
62	Create Volcanic Cliff 02 mesh and texture	0.5 days	Mon 3/10/08	Mon 3/10/08	61	Mark
63	Revise big volcanic geyser for leap of faith: Mesh and Texture	0.5 days	Tue 3/11/08	Tue 3/11/08		Mark
64	Create small volcanic geyser for general obstacles: Mesh and Texture	0.5 days	Tue 3/11/08	Wed 3/12/08	63	Mark
67	Create test assets for water meshes	1 day	Fri 3/14/08	Sat 3/15/08	94	Sarai
68	Revise water assets as necessary and resubmit for testing	1 day	Sat 3/15/08	Sun 3/16/08	67	Sarai
71	Create test assets for skybox meshes and textures	2 days	Thu 3/13/08	Fri 3/14/08	98	Grace
72	Revise skybox assets as necessary and re-submit for testing	1 day	Fri 3/14/08	Sat 3/15/08	71	Grace
145	Animate Uluuk Swim animations: Forward, Backward, Left, Right	1 day	Sat 3/15/08	Sun 3/16/08		Mark
181	Create Lava 01 Texture	0.5 days	Sat 3/15/08	Sun 3/16/08		Grace
<b>Week of March 16</b>						
20	Animate Kuulu Push	0.5 days	Sat 3/15/08	Sun 3/16/08	14	Matt
40	Create Trickster Mask high-poly model	1 day	Sat 3/15/08	Sun 3/16/08		Alex
41	Unwrap Trickster mask	0.5 days	Sun 3/16/08	Sun 3/16/08	40	Alex
42	Set up Trickster mask skeletal mesh and create 1 frame idle animation (no movement)	0.5 days	Sun 3/16/08	Mon 3/17/08	41	Mark
43	Create texture for Trickster mask	1 day	Sun 3/16/08	Mon 3/17/08	41	Alex
68	Revise water assets as necessary and resubmit for testing	1 day	Sat 3/15/08	Sun 3/16/08	67	Sarai
139	Animate Kuulu Supertrun animations: Forward, Backward, Left, Right	1 day	Sun 3/16/08	Mon 3/17/08		Matt
138	Animate Kuulu Swim animations: Forward, Backward, Left, Right	1 day	Mon 3/17/08	Mon 3/17/08		Matt
140	Animate Kuulu Mask activations (4 total): Firebreather, Trickster, Runner, Guardian	2 days	Tue 3/18/08	Thu 3/20/08		Matt
141	Animate Kuulu Death Backward, Left, Right	0.5 days	Thu 3/20/08	Thu 3/20/08		Matt
142	Animate Kuulu Walk animations: Forward, Backward, Left, Right	0.5 days	Thu 3/20/08	Fri 3/21/08		Matt
143	Animate Kuulu Crouch Animations: Forward, Backward, Left, Right	0.5 days	Fri 3/21/08	Fri 3/21/08		Matt
145	Animate Uluuk Swim animations: Forward, Backward, Left, Right	1 day	Sat 3/15/08	Sun 3/16/08		Mark
146	Animate Uluuk Walk animations: Forward, Backward, Left, Right	0.5 days	Mon 3/17/08	Mon 3/17/08		Mark
147	Animate Uluuk Crouch Animations: Forward, Backward, Left, Right	0.5 days	Mon 3/17/08	Mon 3/17/08		Mark
150	Create Guardian Mask high-poly model	1 day	Mon 3/17/08	Tue 3/18/08		Alex
151	Unwrap Firebreather mask	0.5 days	Tue 3/18/08	Wed 3/19/08	150	Alex
152	Set up Firebreather mask skeletal mesh and create 1 frame idle animation	0.5 days	Wed 3/19/08	Wed 3/19/08	151	Mark
153	Create texture for Firebreather mask	1 day	Wed 3/19/08	Thu 3/20/08	151	Alex
155	Create Runner Mask high-poly model	1 day	Thu 3/20/08	Fri 3/21/08		Alex
156	Unwrap Runner mask	0.5 days	Fri 3/21/08	Fri 3/21/08	155	Alex
157	Set up Runner mask skeletal mesh and create 1 frame idle animation	0.5 days	Fri 3/21/08	Fri 3/21/08	156	Mark
158	Create texture for Runner mask	1 day	Fri 3/21/08	Sat 3/22/08	156	Alex
160	Create Arrow Sign Post	0.5 days	Sun 3/16/08	Mon 3/17/08		Sarai
161	Create Arrow Sign 02 Mesh and Texture	0.5 days	Mon 3/17/08	Mon 3/17/08		Sarai
164	Revise Grass 01	1 day	Mon 3/17/08	Tue 3/18/08	7	Jess
165	Create banyan tree billboard	1.5 days	Thu 3/20/08	Fri 3/21/08	167	Jess
167	Create Banyan Tree Model 01 mesh and texture	1.5 days	Mon 3/17/08	Thu 3/20/08		Jess
168	Create Rubber Tree 01 mesh and texture	1.5 days	Mon 3/17/08	Sat 3/22/08		Jess
170	Create Landscape Rocks 01 mesh and texture	1 day	Mon 3/17/08	Tue 3/18/08		Grace
171	Create Landscape Rocks 02 mesh and texture	1 day	Tue 3/18/08	Wed 3/19/08		Grace
173	Create village hut 02 mesh and texture	1 day	Wed 3/19/08	Thu 3/20/08		Grace
174	Create village clutter 01 mesh and texture	1 day	Thu 3/20/08	Fri 3/21/08		Grace
175	Create Kuulu Village Clutter 02 mesh and texture	1 day	Fri 3/21/08	Sat 3/22/08		Grace
177	Create test assets for waterfall mesh and textures	1 day	Mon 3/17/08	Tue 3/18/08	7	Sarai
181	Create Lava 01 Texture	0.5 days	Sat 3/15/08	Sun 3/16/08		Grace
182	Create Lava 02 Texture	0.5 days	Sun 3/16/08	Sun 3/16/08		Grace
184	Meet with UI team; assist with implementation	1 day	Fri 3/21/08	Sat 3/22/08		Matt
185	Revise HUD art as necessary for First Playable	1 day	Sat 3/22/08	Sun 3/23/08		Matt
187	1st pass on flame particles: firebreather body, firepit, torches	1 day	Fri 3/21/08	Sat 3/22/08	205	Sarai
259	Create Kuulu 02 high-poly model mesh and texture	2 days	Sat 3/22/08	Mon 3/24/08		Alex
309	1st pass on volcano smoke particles	1 day	Sat 3/22/08	Sun 3/30/08		Sarai
<b>Week of March 23</b>						
178	Revise waterfall assets as necessary and resubmit	1 day	Sun 3/23/08	Mon 3/24/08	208	Sarai
185	Revise HUD art as necessary for First Playable	1 day	Sat 3/22/08	Sun 3/23/08		Matt
255	Animate Kuulu taunt 01	0.5 days	Sun 3/23/08	Sun 3/23/08		Matt
256	Animate Kuulu cheer	0.5 days	Sun 3/23/08	Mon 3/24/08		Matt
257	Animate Kuulu sulk	0.5 days	Mon 3/24/08	Mon 3/24/08		Matt
259	Create Kuulu 02 high-poly model mesh and texture	2 days	Sat 3/22/08	Mon 3/24/08		Alex
260	Create Kuulu 03 high-poly model mesh and texture	2 days	Mon 3/24/08	Wed 3/26/08	259	Alex
262	Animate Uluuk taunt 01	0.5 days	Mon 3/24/08	Tue 3/25/08		Mark
263	Animate Uluuk sulk	0.5 days	Mon 3/24/08	Tue 3/25/08		Mark
264	Animate Uluuk Death Backward, Left, Right	1 day	Tue 3/25/08	Wed 3/26/08		Mark
266	Create Firebreather Run animation	0.5 days	Sun 3/23/08	Sun 3/23/08		Mark
267	Create Trickster Run Animation	0.5 days	Sun 3/23/08	Mon 3/24/08		Mark
268	Create Guardian Run Animation	0.5 days	Mon 3/24/08	Wed 3/26/08		Mark
269	Create Runner Run Animation	0.5 days	Wed 3/26/08	Thu 3/27/08		Mark
271	Revise shrunken head pickup and texture	1 day	Wed 3/26/08	Fri 3/28/08		Alex
272	Revise Altar mesh and texture	1 day	Mon 3/24/08	Tue 3/25/08		Grace
274	Refine Turtle Mesh and Texture	0.5 days	Thu 3/27/08	Thu 3/27/08		Alex
275	Create Terrain Pit mesh and texture	1 day	Mon 3/24/08	Tue 3/25/08		Sarai
276	Revise Stone Totem Pole mesh and texture	1 day	Thu 3/27/08	Fri 3/28/08		Alex
277	Revise Stone Platform mesh and texture	0.5 days	Fri 3/28/08	Sat 3/29/08		Alex
278	Create Steve Statue mesh and texture	1 day	Sat 3/29/08	Sun 3/30/08		Alex

ID	Task Name	Duration	Start	Finish	Predecess	Resource
<b>Week of March 23, continued</b>						
280	Create Giant Macaw mesh & texture	2 days	Mon 3/24/08	Wed 3/26/08		Matt
282	Get specifications for wooden fence and bamboo barricade	0.5 days	Mon 3/24/08	Mon 3/24/08		Sarai
283	Refine wooden fence mesh & texture	0.5 days	Tue 3/25/08	Wed 3/26/08	282	Sarai
284	Refine barricade mesh & texture	0.5 days	Wed 3/26/08	Wed 3/26/08	282	Sarai
286	Refine Collapsing Bridge Plank mesh & texture	0.5 days	Mon 3/24/08	Mon 3/24/08		Jess
287	Refine Collapsing Bridge End Piece meshes and textures	0.5 days	Mon 3/24/08	Tue 3/25/08		Jess
288	Refine Overpass Bridge mesh & texture; model-in supports	1 day	Tue 3/25/08	Wed 3/26/08		Jess
290	Refine waterwheel mesh & texture	1 day	Wed 3/26/08	Thu 3/27/08		Matt
292	Refine bamboo spikes mesh & texture	1 day	Wed 3/26/08	Thu 3/27/08		Sarai
293	Refine Pit Debris mesh & texture	0.5 days	Wed 3/26/08	Wed 3/26/08		Jess
296	Refine banana tree mesh and texture	1 day	Wed 3/26/08	Thu 3/27/08		Jess
303	Refine Kulu Village 01 mesh and texture	1 day	Thu 3/27/08	Fri 3/28/08		Sarai
304	Refine Fire Pit mesh and texture	1 day	Fri 3/28/08	Sat 3/29/08		Sarai
305	Create volcano caldera mesh and texture	2 days	Thu 3/27/08	Fri 3/28/08		Mark
307	Revise dirt01, sand01, sand02, quicksand01, and volcanicash01	1 day	Tue 3/25/08	Wed 3/26/08		Grace
309	1st pass on volcano smoke particles	1 day	Sat 3/22/08	Sun 3/30/08		Sarai
312	Finalize HUD art	2 days	Thu 3/27/08	Sat 3/29/08		Matt
313	Finalize pre- and post- game screens	2 days	Sat 3/29/08	Mon 3/31/08		Matt
<b>Week of March 30</b>						
278	Create Steve Statue mesh and texture	1 day	Sat 3/29/08	Sun 3/30/08		Alex
297	Refine Palm 01 tree mesh and texture	0.5 days	Sun 3/30/08	Sun 3/30/08		Alex
298	Refine Palm 02 tree mesh and texture	0.5 days	Sun 3/30/08	Mon 3/31/08		Alex
299	Revise Palmtree billboard	1 day	Mon 3/31/08	Tue 4/1/08		Alex
301	Revise Rock 01, 02, 03 mesh and texture	2 days	Tue 4/1/08	Thu 4/3/08		Alex
309	1st pass on volcano smoke particles	1 day	Sat 3/22/08	Sun 3/30/08		Sarai
310	1st pass on waterfall mist particle	1 day	Sun 3/30/08	Mon 3/31/08		Sarai
313	Finalize pre- and post- game screens	2 days	Sat 3/29/08	Mon 3/31/08		Matt
314	Art refinement	3 days	Wed 4/2/08	Sat 4/5/08		Art Dept
<b>Week of April 6</b>						
356	Art refinement	5 days	Thu 4/10/08	Mon 4/14/08		Art Dept
<b>Week of April 13</b>						
356	Art refinement	5 days	Thu 4/10/08	Mon 4/14/08		Art Dept
<b>Week of April 20</b>						
378	Box Art	1 day	Thu 4/24/08	Fri 4/25/08		Jess
379	CD Art	1 day	Fri 4/25/08	Fri 4/25/08		Jess
380	Manual Art	1 day	Thu 4/24/08	Fri 4/25/08		Grace
381	Icon Art	1 day	Thu 4/24/08	Fri 4/25/08		Matt
382	Poster Art	1 day	Fri 4/25/08	Fri 4/25/08		Matt
390	Prepare final presentation / demo	1 day?	Fri 4/25/08	Sat 4/26/08		Matt

# LEVEL DESIGN TASK LIST

ID	Task Name	Duration	Start	Finish	Predeces	Resource
<b>Week of March 9</b>						
75	Create full-sized (final) hull geometry including placeholder skybox.	0.5 days	Mon 3/10/08	Tue 3/11/08		Casey
76	Create base terrain with critical path, obstacle areas, altar areas, starting line, finish line, and volcano	1 day	Tue 3/11/08	Wed 3/12/08	75	Casey
78	Create sandbox of Macaw puzzle	2 days	Wed 3/12/08	Fri 3/14/08		Paul
79	Setup rolling water wheel obstacle with prototype art	0.5 days	Wed 3/12/08	Wed 3/12/08		Casey
80	Turtle platforms with prototype art	0.5 days	Wed 3/12/08	Thu 3/13/08		Casey
81	Set up Leap of Faith with prototype art	0.5 days	Thu 3/13/08	Thu 3/13/08		Casey
82	Setup Lava pit platforms with prototype art	0.5 days	Thu 3/13/08	Fri 3/14/08		Casey
84	Setup Treetop Path with placeholder art	1 day	Fri 3/14/08	Fri 3/14/08		Casey
85	Setup Falling Trees with placeholder art	1 day	Sat 3/15/08	Sun 3/16/08		Casey
89	Update Mesh and Texture packages with new art	0.5 days	Sat 3/15/08	Sat 3/15/08		Jane
93	Get a copy of the finished white box and save as a sandbox	0.5 days	Mon 3/10/08	Mon 3/10/08		Sam
94	Break water meshes down into asset components, create an asset list, and deliver list to artist	1 day	Mon 3/10/08	Thu 3/13/08	93	Sam
95	Import and test art assets; show sandbox to artist and review additional requirements	1 day	Sat 3/15/08	Sun 3/16/08	67	Sam
97	Create a sandbox level containing only the desired skybox and a box world using the skybox.	1 day	Mon 3/10/08	Tue 3/11/08		Sam
98	Break skybox down into asset components, create an asset list, and deliver list to Artist	1 day	Tue 3/11/08	Wed 3/12/08	97	Sam
99	Import and test art assets; show sandbox to artist and review additional requirements	1 day	Thu 3/13/08	Fri 3/14/08	98	Sam
101	Create sandbox level containing only the desired lava FX	1 day	Fri 3/14/08	Sat 3/15/08		Sam
102	Break lava texture into asset components, create asset list, and deliver list to Artist	1 day	Sat 3/15/08	Mon 3/17/08	101	Sam
104	Create level and art asset list of material required for UI	1 day	Mon 3/10/08	Tue 3/11/08		Paul
105	Create placeholder UI assets from concept art. Import into SIPUI.utx	2 days	Mon 3/10/08	Sat 3/15/08		Paul
106	Review and revise menu flow diagrams	0.5 days	Tue 3/11/08	Wed 3/12/08		Paul
107	Concept/draft credits screen. Deliver to Matt.	0.5 days	Fri 3/14/08	Fri 3/14/08		Paul
108	Concept/draft help screen. Deliver to Matt.	0.5 days	Sat 3/15/08	Sun 3/16/08		Paul
134	Compile art feedback and send to Lead Artist	1 day	Sat 3/15/08	Sun 3/16/08	89	Jane
<b>Week of March 16</b>						
83	Setup Collapsing bridge with prototype art	0.5 days	Mon 3/17/08	Mon 3/17/08		Casey
85	Setup Falling Trees with placeholder art	1 day	Sat 3/15/08	Sun 3/16/08		Casey
86	Setup Lava Bridge with placeholder art	0.5 days	Mon 3/17/08	Mon 3/17/08		Casey
87	Setup Lava Path	1 day	Sun 3/16/08	Mon 3/17/08		Casey
90	Update Animation packages with new art	0.5 days	Sun 3/16/08	Mon 3/17/08		Jane
95	Import and test art assets; show sandbox to artist and review additional requirements	1 day	Sat 3/15/08	Sun 3/16/08	67	Sam
102	Break lava texture into asset components, create asset list, and deliver list to Artist	1 day	Sat 3/15/08	Mon 3/17/08	101	Sam
108	Concept/draft help screen. Deliver to Matt.	0.5 days	Sat 3/15/08	Sun 3/16/08		Paul
132	Update Asset Database for Water Mesh FX, Skybox FX, Lava FX	0.5 days	Mon 3/17/08	Tue 3/18/08	94,98,102,1	Jane
133	Update Asset Database, GDD, Schedule	1 day	Mon 3/17/08	Tue 3/18/08	88	Jane
134	Compile art feedback and send to Lead Artist	1 day	Sat 3/15/08	Sun 3/16/08	89	Jane
190	Gather feedback from Phase I build	3 days	Tue 3/18/08	Fri 3/21/08		Casey
191	Fix terrain and obstacles per feedback	1 day	Fri 3/21/08	Fri 3/21/08	190	Casey
193	Beach Area General Obstacles	1 day	Tue 3/18/08	Wed 3/19/08		Paul
194	Jungle Area General Obstacles	1 day	Wed 3/19/08	Thu 3/20/08	193	Paul
195	Volcano Area General Obstacles	2 days	Fri 3/21/08	Sun 3/23/08		Casey
197	Implement FX: Watermeshes, skybox, lava textures	1 day	Thu 3/20/08	Fri 3/21/08	194	Sam
199	Import and test art assets; show sandbox to artist and review additional requirements	1 day	Tue 3/18/08	Wed 3/19/08		Sam
202	Flames: firebreather body, firepit, torches	0.5 days	Wed 3/19/08	Wed 3/19/08		Sam
203	Volcano smoke and geyser	0.5 days	Wed 3/19/08	Thu 3/20/08		Sam
204	Waterfall mist	0.5 days	Fri 3/21/08	Fri 3/21/08		Sam
205	Breakdown each particle into asset components and deliver asset list to assigned artist	0.5 days	Fri 3/21/08	Fri 3/21/08	201	Sam
207	Create sandbox level containing only the waterfall fx	0.5 days	Fri 3/21/08	Sat 3/22/08		Sam
208	Create art asset list for waterfall fx and deliver to artist	1 day	Sat 3/22/08	Sun 3/23/08		Sam
210	Create short intro machinima of the prototype level and deliver to Anthony	2 days	Thu 3/20/08	Fri 3/21/08		Paul
211	Meet with UI team; document HUD requirements for Level Design	1 day	Fri 3/21/08	Sat 3/22/08		Paul
213	Update Mesh and Texture packages with new art	0.5 days	Sat 3/22/08	Sat 3/22/08		Jane
<b>Week of March 23</b>						
195	Volcano Area General Obstacles	2 days	Fri 3/21/08	Sun 3/23/08		Casey
208	Create art asset list for waterfall fx and deliver to artist	1 day	Sat 3/22/08	Sun 3/23/08		Sam
214	Update Animation packages with new art	0.5 days	Sun 3/23/08	Mon 3/24/08		Jane
240	Ensure placeable objects are placed and functional	0.5 days	Sun 3/23/08	Mon 3/24/08		Jane
241	Lead Level Design Sign off	0.5 days	Sun 3/23/08	Mon 3/24/08	240SS	Casey
245	Update Project Schedule	1 day	Wed 3/26/08	Thu 3/27/08	244	Jane
248	Update Asset Database for Water Mesh FX, Skybox FX, Lava FX	0.5 days	Fri 3/28/08	Fri 3/28/08		Jane
249	Update Asset Database, GDD, Schedule	1 day	Sat 3/29/08	Sun 3/30/08		Jane
250	Update Top 10 Risks	1 day	Thu 3/27/08	Fri 3/28/08		Jane
317	Import new and revised art assets into designated Unreal Packages	1 day	Mon 3/24/08	Mon 3/24/08		Jane
318	Arrange environmental art in Beach Environment	1 day	Tue 3/25/08	Wed 3/26/08		Jane
319	Arrange environmental art in Jungle Environment	1 day	Mon 3/24/08	Tue 3/25/08		Casey
320	Arrange environmental art in Volcano Environment	1 day	Tue 3/25/08	Wed 3/26/08		Casey
321	Apply and align textures to Terrain Layers	1 day	Wed 3/26/08	Mon 3/31/08		Jane
324	Arrange special effects lighting in beach area	1 day?	Mon 3/24/08	Tue 3/25/08		Sam
325	Arrange special effects lighting on jungle area	1 day?	Tue 3/25/08	Wed 3/26/08		Sam
326	Arrange special effects lighting on Volcano area	1 day?	Wed 3/26/08	Thu 3/27/08		Sam
328	Implement FX: waterfall, particles	2 days	Mon 3/24/08	Mon 3/31/08		Sam
333	Test out particles in sandbox and ensure all assets work properly	1 day?	Fri 3/28/08	Sat 3/29/08		Sam
334	Implement particles into level	1 day?	Sat 3/29/08	Sun 3/30/08		Sam
337	Create pre-game machinima	3 days	Mon 3/24/08	Thu 3/27/08		Paul
338	Create post-game machinima	4 days	Mon 3/24/08	Thu 4/3/08		Paul
<b>Week of March 30</b>						
249	Update Asset Database, GDD, Schedule	1 day	Sat 3/29/08	Sun 3/30/08		Jane
251	Compile art feedback and send to Lead Artist	1 day	Sun 3/30/08	Mon 3/31/08		Jane
321	Apply and align textures to Terrain Layers	1 day	Wed 3/26/08	Mon 3/31/08		Jane
322	Apply and align textures to Fluid Surfaces	1 day	Mon 3/31/08	Tue 4/1/08		Jane
328	Implement FX: waterfall, particles	2 days	Mon 3/24/08	Mon 3/31/08		Sam
330	Update character and weapon animation packages for new art assets	1 day?	Tue 4/1/08	Wed 4/2/08		Jane
334	Implement particles into level	1 day?	Sat 3/29/08	Sun 3/30/08		Sam
336	Create UI art packages for software	1 day	Mon 3/31/08	Tue 4/1/08	311	Paul
338	Create post-game machinima	4 days	Mon 3/24/08	Thu 4/3/08		Paul
<b>Week of April 6</b>						
352	Update Asset Database, GDD, Schedule	2 days	Fri 4/11/08	Sat 4/12/08		Jane
353	Update Top 10 Risks	1 day	Thu 4/10/08	Fri 4/11/08		Jane
354	Compile art feedback and send to Lead Artist	1 day	Sat 4/12/08	Sun 4/13/08		Jane
<b>Week of April 13</b>						
354	Compile art feedback and send to Lead Artist	1 day	Sat 4/12/08	Sun 4/13/08		Jane
359	Update unreal packages	0.5 days	Mon 4/14/08	Tue 4/15/08		Jane
360	Final pass on environmental art	2 days	Tue 4/15/08	Thu 4/17/08	359	Jane
362	Final pass on particles	1 day	Thu 4/17/08	Fri 4/18/08		Sam
363	Final pass on FX	1 day	Fri 4/18/08	Fri 4/18/08		Sam
365	Occluders	2 days	Sat 4/19/08	Mon 4/21/08		Paul
366	LOD adjustments	2 days	Sat 4/19/08	Mon 4/21/08		Casey
<b>Week of April 20</b>						
365	Occluders	2 days	Sat 4/19/08	Mon 4/21/08		Paul
366	LOD adjustments	2 days	Sat 4/19/08	Mon 4/21/08		Casey
374	Playtesting	2 days	Tue 4/22/08	Thu 4/24/08	364	LD Dept
374	Update Asset Database, GDD, Schedule	2 days	Fri 4/25/08	Sat 4/26/08	350	Jane
375	Update Top 10 Risks	1 day	Thu 4/24/08	Fri 4/25/08	350	Jane
376	Compile art feedback and send to Lead Artist	1 day	Sat 4/26/08	Sun 4/27/08	350	Jane
384	Write manual	1 day	Thu 4/24/08	Fri 4/25/08		Sam
385	Write box information	1 day	Fri 4/25/08	Fri 4/25/08		Sam
386	Final polish	2.5 days	Thu 4/24/08	Sat 4/26/08		LD Dept

ID	Task Name	Duration	Start	Finish	Predecess	Resource
Week of April 27 376	Compile art feedback and send to Lead Artist	1 day	Sat 4/26/08	Sun 4/27/08	350	Jane

# SOFTWARE DEVELOPMENT TASK LIST

ID	Task Name	Duration	Start	Finish	Predecess	Resource
<b>Week of March 9</b>						
111	Refine and cleanup SIPFirebreatherFire, SIPFirebreatherMask, SIPFirebreatherMaskAttachment	2 days	Mon 3/10/08	Wed 3/12/08		Tyler
112	Refine and cleanup SIPGuardianFire, SIPGuardianMask, SIPGuardianMaskAttachment	2 days	Wed 3/12/08	Fri 3/14/08		Tyler
113	Refine and cleanup SIPTricksterFire, SIPTricksterMask, SIPTricksterMaskAttachment	2 days	Fri 3/14/08	Sat 3/15/08		Tyler
114	Refine and cleanup SIPRunnerFire, SIPRunnerMask, SIPRunnerMaskAttachment	1 day	Mon 3/10/08	Tue 3/11/08		Kevin
116	Refine and cleanup SIPServerloading	2 days	Mon 3/10/08	Wed 3/12/08		JR
117	Refine and cleanup SIPMenuLoading	2 days	Wed 3/12/08	Fri 3/14/08		JR
118	Research and deliver HUD asset list and requirements to art department	3 days	Mon 3/10/08	Thu 3/13/08		Anthony
119	Start coding and debugging HUD code in sandbox	2 days	Thu 3/13/08	Fri 3/14/08		Anthony
121	Refine and cleanup SIPShrunkenHead and SIPShrunkenHeadBase	2 days	Mon 3/10/08	Wed 3/12/08		Sven
123	Gather requirements for vector-animated weapons for mask implementation	3 days	Mon 3/10/08	Fri 3/14/08		Kevin
124	Communicate requirements to Mark	1 day	Fri 3/14/08	Fri 3/14/08		Kevin
126	Review runUT.bat, server.bat, and compile.bat	1 day	Mon 3/10/08	Mon 3/10/08		Jonathan
127	Create a .bat file to open the editor with all the appropriate packages (see asset db)	1 day	Tue 3/11/08	Wed 3/12/08		Jonathan
<b>Week of March 16</b>						
128	Compile SacrificeInParadise.u	1 day	Sun 3/16/08	Mon 3/17/08		Jonathan
129	Save and document the build on SVN	0.5 days	Mon 3/17/08	Mon 3/17/08	128	Jonathan
217	Refine and cleanup SIPGameInfo	1 day?	Mon 3/17/08	Tue 3/18/08		JR
218	Refine and cleanup SIPGameReplicationInfo	1 day?	Mon 3/17/08	Wed 3/19/08		JR
219	Refine and cleanup SIPMutator	1 day?	Mon 3/17/08	Thu 3/20/08		JR
220	Refine and cleanup SIPPlayerStart	1 day?	Mon 3/17/08	Tue 3/18/08		Sven
221	Refine and cleanup SIPCheckPoint	1 day?	Mon 3/17/08	Wed 3/19/08		Sven
222	Refine and cleanup SIPPlayerReplicationInfo	1 day?	Mon 3/17/08	Thu 3/20/08		Sven
224	Refine and cleanup SIPAmmo	1 day?	Mon 3/17/08	Tue 3/18/08		Tyler
225	Refine and cleanup SIPPushAttachment, SIPPushFire, SIPPushProj	1 day?	Mon 3/17/08	Tue 3/18/08		Kevin
226	Refine and cleanup SIPUluukFire and SIPUluukMask	1 day?	Mon 3/17/08	Tue 3/18/08		Tyler
228	Test and debug new Kuulu Kuulu animations	1 day?	Tue 3/18/08	Wed 3/19/08		Kevin
229	Test and debug new Uluuk animations	1 day?	Wed 3/19/08	Thu 3/20/08		Kevin
230	Test and debug mask animations	1 day?	Thu 3/20/08	Fri 3/21/08		Kevin
232	Refine and cleanup SIPPawn	1 day?	Fri 3/21/08	Sat 3/22/08		Kevin
233	Refine and cleanup SIPPlayerController	1 day?	Mon 3/17/08	Tue 3/18/08		Anthony
235	Meet with UI team	1 day	Mon 3/17/08	Wed 3/19/08		Anthony
236	UI implementation	3 days	Mon 3/17/08	Fri 3/21/08		Anthony
237	Compile SacrificeInParadise.u	1 day?	Mon 3/17/08	Tue 3/18/08		Jonathan
238	Save and document the build on SVN	1 day?	Tue 3/18/08	Wed 3/19/08		Jonathan
341	Test and debug HUD	3 days	Sat 3/22/08	Tue 3/25/08		Anthony
343	Fully implement load screen	3 days	Sat 3/22/08	Tue 3/25/08		JR
345	Integrate new animations into code	3 days	Sat 3/22/08	Tue 3/25/08		Kevin
347	Debug and implement feedback	12 days	Sat 3/22/08	Tue 4/8/08		SD Dept
<b>Week of March 23</b>						
242	Implement code and create First Playable build	0.5 days	Sun 3/23/08	Mon 3/24/08	240SS	Jonathan
341	Test and debug HUD	3 days	Sat 3/22/08	Tue 3/25/08		Anthony
342	Fully implement win screen and scoreboard	3 days	Tue 3/25/08	Fri 3/28/08		Anthony
343	Fully implement load screen	3 days	Sat 3/22/08	Tue 3/25/08		JR
345	Integrate new animations into code	3 days	Sat 3/22/08	Tue 3/25/08		Kevin
346	Gather bug reports and feedback from First Playable build	3 days	Mon 3/24/08	Thu 3/27/08		SD Dept
347	Debug and implement feedback	12 days	Sat 3/22/08	Tue 4/8/08		SD Dept
<b>Week of March 30</b>						
347	Debug and implement feedback	12 days	Sat 3/22/08	Tue 4/8/08		SD Dept
<b>Week of April 6</b>						
347	Debug and implement feedback	12 days	Sat 3/22/08	Tue 4/8/08		SD Dept
369	Bug testing and fixing	10 days	Thu 4/10/08	Sat 4/19/08		SD Dept
<b>Week of April 13</b>						
369	Bug testing and fixing	10 days	Thu 4/10/08	Sat 4/19/08		SD Dept
<b>Week of April 20</b>						
388	Create installer	1 day	Thu 4/24/08	Fri 4/25/08		Sven