

Chris Billows
Character's Name

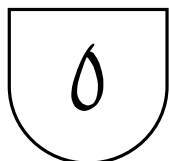
Oct 10, 2021
Date

Game Dev 1
Class Level

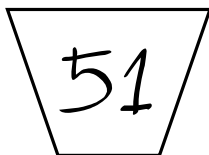
Introduction
Game Project Name



Character Sketch or Symbol



SKILL CLASS



AGE POINTS

SKILLS REVIEW (0-5)

PLANNING LIST (H/M/L)

0
0
0
0
0
0
0
0
0
0

GAME CODING	<u>0</u> Est. Hours
AI CODING	<u>0</u> Est. Hours
TOOL CODING	<u>0</u> Est. Hours
GAME DESIGN	<u>5</u> Est. Hours
NARRATIVE DES.	<u>0</u> Est. Hours
LEVEL DESIGN	<u>0</u> Est. Hours
MODELING/ART	<u>0</u> Est. Hours
ANIMATION/VFX	<u>0</u> Est. Hours
SOUND & MUSIC	<u>0</u> Est. Hours

H
L

JAVASCRIPT
BLENDER
TBD
TBD
TBD

PLANNING SHEET

Hardware

HP Notebook (i3-6100U
2.3 Ghz)

Software

Notepad plus 8.1

Training Videos

Training Books & Courses