

Chris Billows

Character's Name

Feb 13, 2022

Date

Game Dev

Class

1

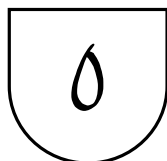
Level

Intro/Heropath

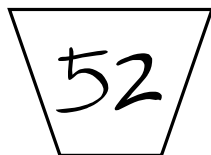
Game Project Name



Character Sketch or Symbol

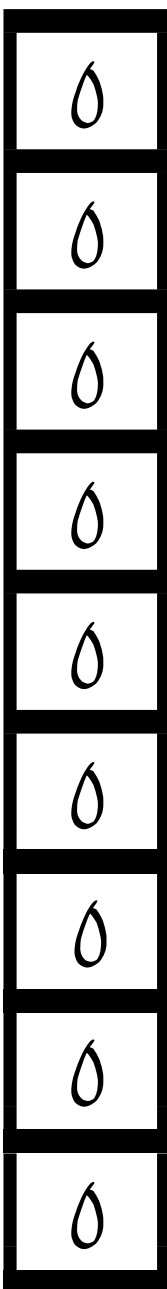


SKILL CLASS



AGE POINTS

**SKILLS REVIEW (0-100)**



**GAME CODING**

32

Est. Hours

**AI CODING**

0

Est. Hours

**TOOL CODING**

0

Est. Hours

**GAME DESIGN**

1

Est. Hours

**NARRATIVE DES.**

39

Est. Hours

**LEVEL DESIGN**

1

Est. Hours

**MODELING/ART**

4

Est. Hours

**ANIMATION/VFX**

0

Est. Hours

**SOUND & MUSIC**

0

Est. Hours

**PLANNING LIST (H/M/L)**



**GODOT**

**BLENDER**

**JAVASCRIPT**

**TBD**

**TBD**

**PLANNING SHEET**

**Hardware**

HP Notebook (i3-6100u,  
2.3Ghz)

**Software**

Notepad plus 8.1

**Training Videos**

Chris DeLeon's 'Code Your First Game' and 'Hand's On Intro' (includes PDF)

**Training Books & Courses**

Note on Skills Review calculation:  
For every 100 hours of skill development, add 1 to the skill score.  
Skill Class is a sum of the skill score column.