

Project Name	The Mad Scientist Pack
Project Sponsor	UWL
Project Manager	John Sirilan
Client	Unreal, Unity
Other project stakeholders	N/A
Stakeholder(s) Responsibility	N/A
Business Objectives	To sell the Mad Scientist Pack through the Unreal and Unity asset store for people who want to use it for their side or main projects, turning in a profit.
Project Objectives	<ul style="list-style-type: none"> Specific Objective: To get started on the project planning before the second semester, in applying so, this will increase productivity and allowing more breathing room for this project as well as other colliding side projects. Measurable Objective: Since other projects could potentially get in the way, finding times through days off and weekends can increase productivity as well as managing one project at a time and setting focus on the main agenda for each time and day. Agreeable: Using the advantages that the project sponsor has provided me, resources such as Maya and ZBrush, this project has all the necessary items needed to get started on the project before and on the very day. Realistic: Ensuring that all the assets and resources provided DO NOT change within the time frame and the process of doing the project as it can cause major setback for the project deadline i.e., applying for extension causing unwanted crunch time. Time-Sensitive: The planned deadline for this project is ONE WEEK before hand in, during that one free week, I will be able to take some time for a personal quality assurance test to ensure that the project is at its polished state, this test could take at least 2 -3 DAYS.
Deliverables	<ul style="list-style-type: none"> 3D Character Models <ul style="list-style-type: none"> The Mad Scientist The Sidekick Interior Models: <ul style="list-style-type: none"> The Laboratory A Garage Bedroom for the Mad Scientist and Sidekick Misc. Models: <ul style="list-style-type: none"> An unfinished “power armour suit” model

	<ul style="list-style-type: none"> ○ A chemistry set model. ○ Random furniture i.e. chairs, tables, sofa, bed, wardrobe/cupboard. ○ Power tools: Hi-Tech power drill, circular saws. ○ Weapons: Flamethrower, Minigun and Rocket Launcher ○ Random Objects: Coffee Mug, pliers, metal surgical tools, screwdrivers, a “diagnostics console”, trash bags, variety of screws, nuts and bolts.
Completion Date	28 th June 2022
Budget	£0.00
Assumptions	Budget may change if other software and/or resources (physical or non-physical) will be required.
Link to strategic objectives and/or other projects	N/A
We agree that this is a viable project. We authorise the beginning of the planning process.	<p>Name: <hr/></p> <p>Signature: <hr/></p> <p>Name: <hr/></p> <p>Signature: <hr/></p>