Manor System Project

~ For this project, you and your group will be creating a 3D model of a Medieval manor system.

~ You can use any of the supplied materials to create your manor system, or you can bring materials from home.

~ <mark>The tentative due date for this project is February 14th.</mark>

Requirements:

~ In your manor system, you must include the following:

    ~ One manor house

    ~ Multiple serf quarters (houses). There need to be at least three.

    ~ Farm land

    ~ The knight's quarter (house).

    ~ A river

    ~ A guild. There need to be at least three "buildings."

    ~ A church

    ~ Landscape (i.e.: forest, hills, mountains, ocean, etc)

    ~ A mill (was powered by water and used to grind grain into flour)

~ You may also think about adding other items, such as:

    ~ A priest's house

    ~ Animals

    ~ People

    ~ Other water sources (such as a pond or lake)