# Tutorial 2 - Work Breakdown Structure and Deliverables

(Work in the same groups as in Tutorial 1)

DELIVERABLES

1. initial website version – the first version of the website hosted privately for testing purposes for gameplay balancing and bug hunting, delivered 6 months after project start
2. open beta version – the second version of the website with all the content finished and open to the public for users to help with finding the bugs that weren’t found in the initial version, to be delivered 6 months after the initial release
3. full release – the final version of the website (excluding any future possible updates), the full website with all the content without the majority of the bugs that may have been found during the open beta testing version, to be delivered 3 months after the beta version

WORK BREAKDOWN

**Evolution game**

1. Initial release
2. Account management system
3. Evolution mechanics
4. Combat
5. Resource gathering
6. Player market
7. Open beta testing
8. QA
9. Microtransactions
10. Ads
11. Bug reporting feature
12. Advertisement
13. Full release
14. Final bug removal