Develop Video Game Delivery Webs

Start: Fri 05/05/23 ID: 1

Finish: Thu 02/05/2Dur: 260 days

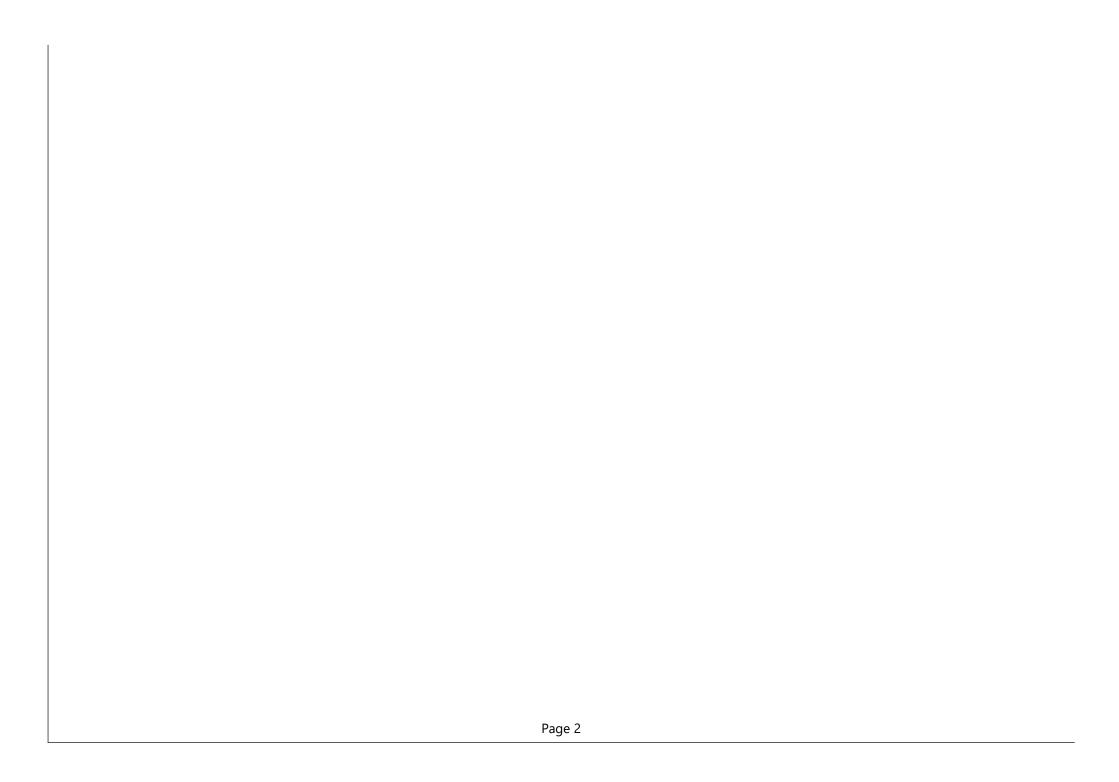
Comp: 0%

Researching

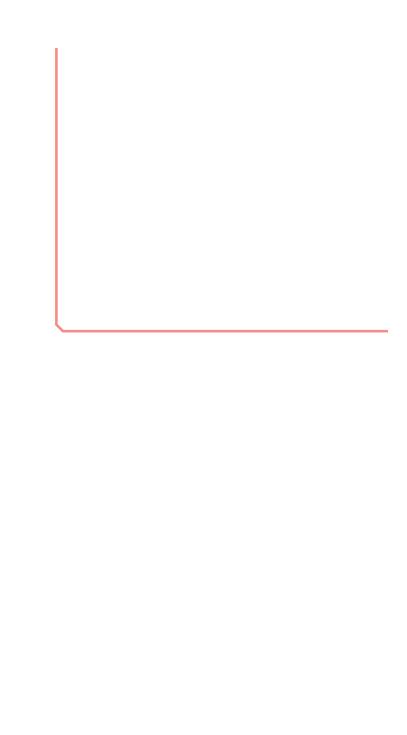
Start: Fri 05/05/23 ID: 2

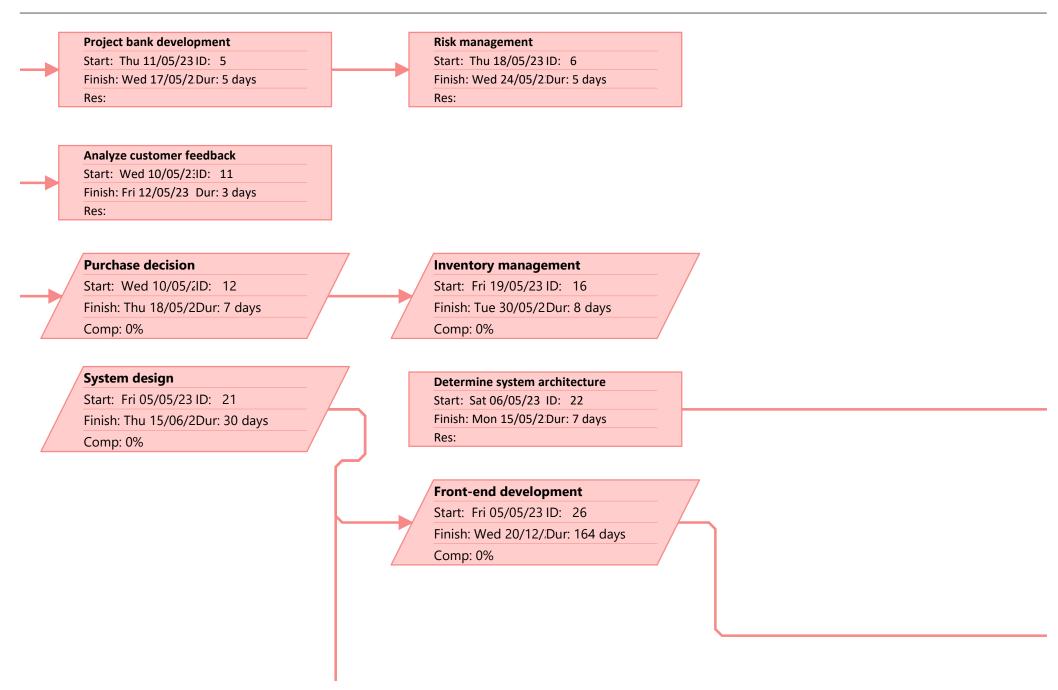
Finish: Wed 24/05/Dur: 14 days

Comp: 0%



Define project scope Develop project schedule Start: Fri 05/05/23 ID: 3 Start: Tue 09/05/23 ID: 4 Finish: Mon 08/05/2 Dur: 2 days Finish: Wed 10/05/2 Dur: 2 days Res: Res: Shopping Research market Start: Thu 25/05/2:ID: 7 Start: Fri 05/05/23 ID: 8 Finish: Thu 22/06/2Dur: 21 days Finish: Tue 09/05/2Dur: 3 days Comp: 0% Comp: 0% Developing Start: Fri 23/06/23 ID: 20 Finish: Thu 18/04/2Dur: 215 days Comp: 0%





Back-end development

Start: Fri 05/05/23 ID: 31

Finish: Wed 20/12/Dur: 164 days

Comp: 0%

Marketing

Start: Fri 19/04/24 ID: 44

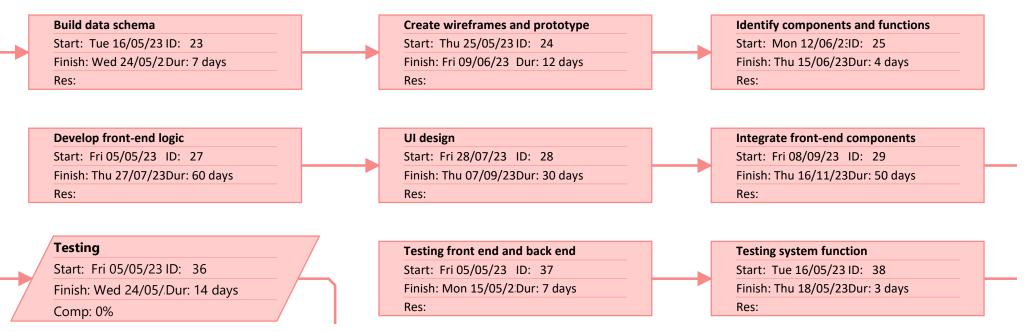
Finish: Thu 02/05/2Dur: 10 days

Comp: 0%

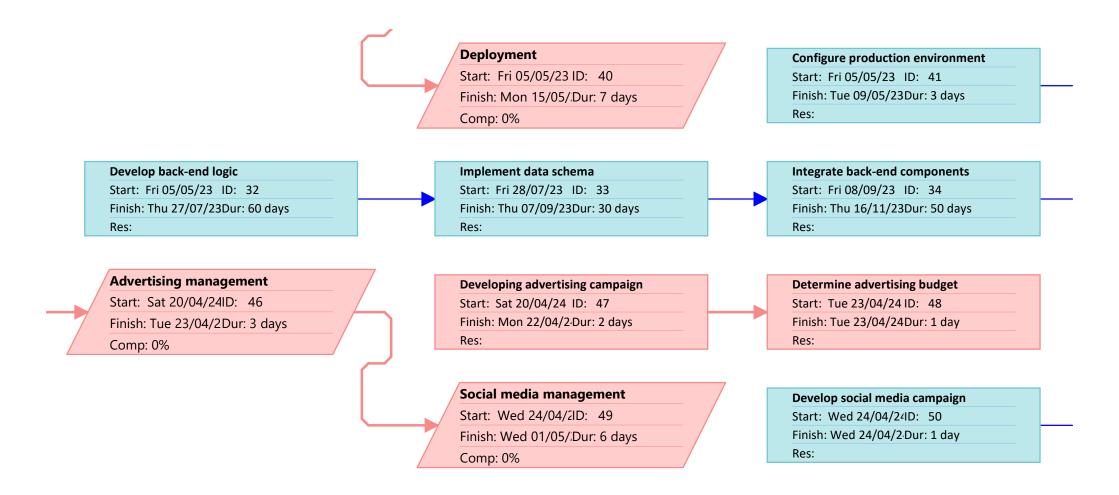
Market research

Start: Fri 19/04/24 ID: 45 Finish: Fri 19/04/24 Dur: 1 day

Res:



Page 7



Unit test

Start: Fri 17/11/23 ID: 30

Finish: Wed 20/12/2 Dur: 24 days

Res:

Conduct system performance test

Start: Fri 19/05/23 ID: 39 Finish: Wed 24/05/2.Dur: 4 days

Res:

Deploy system into production

Start: Wed 10/05/23ID: 42

Finish: Fri 12/05/23 Dur: 3 days

Res:

Maintenance

Start: Mon 15/05/2:ID: 43 Finish: Mon 15/05/2:Dur: 1 day

Res:

Unit test

Start: Fri 17/11/23 ID: 35

Finish: Wed 20/12/2 Dur: 24 days

Res:

Determine social media budget

Start: Thu 25/04/24 ID: 51

Finish: Thu 25/04/24Dur: 1 day

Res:

Create content

Start: Fri 26/04/24 ID: 52

Finish: Mon 29/04/2 Dur: 2 days

Res:

Monitor and analyze social media perfor

Start: Tue 30/04/24 ID: 53

Finish: Wed 01/05/2 Dur: 2 days

Res:

Project: lab5extra Date: Fri 05/05/23	Critical		Critical Summary		Critical Marked		Project Summary	
	Noncritical		Summary		Marked		Highlighted Critical	
	Critical Milestone		Critical Inserted		Critical External		Highlighted Noncritical	l
	Milestone		Inserted		External			
Page 11								
				_				