Executive Summary

This is a starter Project Schedule for The Life Simulator Game. It includes the production Timeline, Budget Estimates and Details of Team members.

- Project Timeline includes the detailed time period of every single task to be performed in the production period.
- Team Members Information includes the details of the person and the team details for each person.
- Budget estimated includes the estimated budget for each major component of the game.

Production Timeline

What does your timeline look like?

Task Name	Assignment	Start Date	End Date
Requirements Gathering	Requirement Analysis Team	01-Jun-2018	30-Jun-2018
Creating Requirements Board	Requirement Analysis Team	01-Jul-2018	02- Jul -2018
Spring Boards	Development Team Leads	03- Jul -2018	05- Jul -2018
Prioritizing the Tasks and Assigning Teams	Game Production Team Leads	06- Jul -2018	10- Jul -2018
Game Concept Design	Concept Artists	11- Jul -2018	31-Jul-2018
Game Assets Design	Design Team	15-Jul-2018	15-Aug-2018
Game Development / Programming	Development Team	30-Jul-2018	30-Sep-2018
Testing and Finalizing	Q/A Team and Game Production Team Leads	1-Oct-2018	10-Oct-2018
Soft Release	Game Production Team Leads	11-Oct-2018	31-Oct-2018
Bugs Fixing and Adding Demanding Features	Development Team	01-Nov-2018	15-Nov-2018
Full Release (Including Final Testing and Bugs Fixes)	Game Production Team Leads	16-Nov-2018	20-Nov-2018

Budget

Give as many details as you can about where you are expecting to spend your money.

Expense Name	Category	Cost	Units	Total
Human Resource	Salaried	$3,000/person (per months)	15 persons team	$225,000 (est. 5 months of salaries)
Development Rigs	Equipment	$2,000 / per person	15	$30,000

Key Personnel
Who do you need involved in a project like this to see it all the way through?

Team Member	Role
Person 1	Game Production Team Lead (Manager)
Person 2	Game Production Team Lead (Development Lead)
Person 3	Game Production Team Lead (Design Lead)
Person 4	Requirement Analysis Team
Person 5	Requirement Analysis Team
Person 6	Concept Artist
Person 7	Concept Artist
Person 8	CG Artist
Person 9	CG Artist
Person 10	CG Artist
Person 11	Game Programmer
Person 12	Game Programmer
Person 13	Game Programmer
Person 14	Game Programmer
Person 15	Quality and Game Play Tester