Executive Summary 2

Production Timeline 2

Budget 2

Key Personnel 3

# 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 |