

# **‘The Killers’**

## **Gantt Explanation**

This Gantt chart shows the schedule breakdown for Assignment 3's Department of Defense user-generated combat solver application. The original WBS didn't have specific-enough breakout of the individual work elements that go into the actual creation of a game, so some of the elements in the Gantt chart have artificially inflated expected durations and consequently those estimates are really rough. In creating this chart there were also some cross-WBS dependencies that I didn't expect ahead of time.

The project starts off with a single monolithic task that could definitely be broken up farther, but after that point the work can begin being performed more concurrently. The first monolithic task "1 ChaosEngine" feeds into further work that is more contained within itself 1.1-1.3 and also unblocks development of the game and web apps, 2 and 3 respectively. Later work inside of 2.x and 3.x are dependent on further completion of tasks inside 1.x. Work under the header of 2.3 is the most constrained by previous tasks in the schedule and is the most susceptible to upstream complications.

## 'The Killers' DOD Contract



