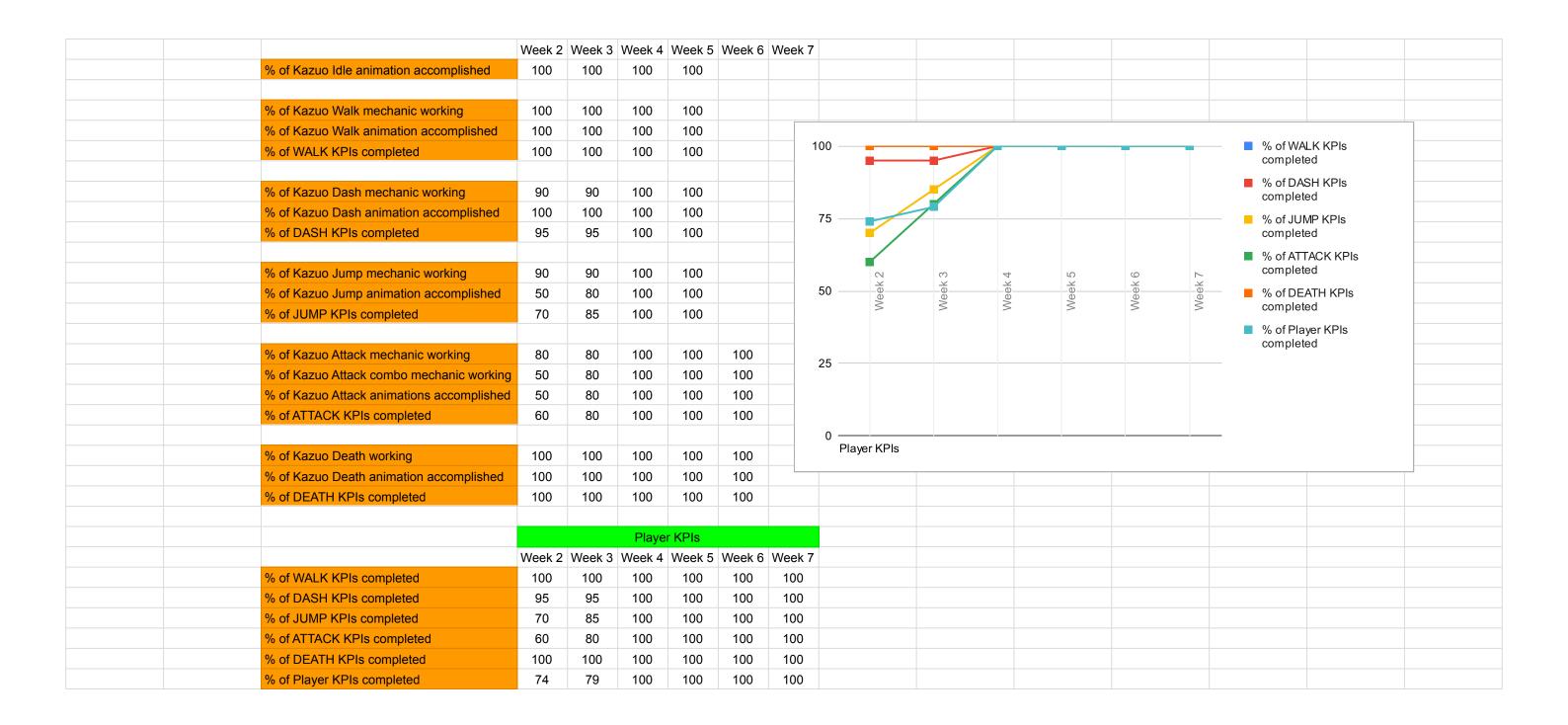
			Main	KPIs		
	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
% of Documentation KPIs completed	41	60	84	86	88	100
% of Core Game KPIs completed	53	62	100	100	100	100
% of Player KPIs completed	74	79	100	100	100	100
% of Level KPIs completed	12	22	50	64	81	100
% of Enemies KPIs completed	20	50	85	85	97	100
% of Aesthetics KPIs completed	41	49	87	97	98	100
% of Main KPIs completed	40	53	84	89	94	100
75 50 25 Week 2 Week 3 Week 4	Week 5	Week 6	Week 7	 % of C comp % of F comp % of L comp % of E comp % of A comp 	Player KPI eted evel KPIs eted enemies k eted esthetics eted	e KPIs s (PIs

		С	ocument	ation KP	ls		
	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	
% of functionnal specifications written	90	95	95	100	100	100	
% of technical specifications written	10	65	95	95	95	100	
% of functionnal specifications validated	30	50	95	100	100	100	
% of technical specifications validated	10	10	30	30	40	100	
% of test cases written	80	100	100	100	100	100	
% of test cases validated	30	40	88	88	95	100	
% of Documentation KPIs completed	41	60	84	86	88	100	
75				s	of techni	ons written cal ons written onnal	
50					pecification alidated of test can of test can alidated	ases written	
25				. %		nentation leted	
	eek 5 W	Veek 6	Week 7				

			Core Ga	me KPIs						
	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7				
% of mechanics and systems decided	85	90	100	100	100	100				
% of timeout system completed	0	100	100	100	100	100				
% of mechanics and systems implemented	50	70	100	100	100	100				
% of Core Game KPIs completed	53	62	100	100	100	100				
■ % of mechanics and	dsystems	decided						nanics and syste	ems implemer	nted
			8 % (ot Core G	ame KPIs	complete	d			
100 —										
						_		_		_
	7									
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75										
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50										
30										
25										
25										
25										
25										
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0 Week 2	Week 3		10/	eek 4		Week	5	Week 6		Week 7



			Leve	l KPIs			
	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	
% of level concepts created	0	30	45	60	80	100	
% of level organization decided	0	20	90	100	100	100	
% of levels created	50	20	43	66	88	100	
% of levels enemies placed	50	20	40	50	70	100	
% of levels platforms placed	40	20	40	55	70	100	
% of levels completed	50	20	40	55	80	100	
% of Level KPIs completed	32	22	50	64	81	100	
75 50 25					decid % of I % of I place % of I % of I	evels crea evels ener d evels platf d evels com Level KPIs	ted mies orms
0 Week 2 Week 3 Week 4	4 Week	5 Weel	k6 We	ek 7			

	Enemies KPIs							
	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7		
% of enemies created	20	50	100	100	100	100		
% of enemies' AI working	25	50	100	100	100	100		
% of enemies' attack actions working	20	50	100	100	100	100		
% of enemies attack animations finished	25	50	100	100	100	100		
% of enemies' deaths working	25	50	100	100	100	100		
% of bosses created	33	50	70	70	100	100		
% of bosses' AI working	0	50	70	70	80	100		
% of bosses' attack actions working	0	50	70	70	85	100		
% of bosses' attack animations finished	0	50	70	70	100	100		
% of bosses' deaths working	0	50	70	70	100	100		
% of Enemies KPIs	25	50	85	85	97	100		
75					_	% of en actions % of en animati % of en working % of bo % of bo actions % of bo	nemies' Al working nemies' attack working nemies attack ions finished nemies' deaths g nesses created nesses' Al working nesses' attack working nesses' attack nesses' deaths nemies KPIs	
0 Week 2 Week 3 Week	4 We	eek 5	Week 6	Week	7			

