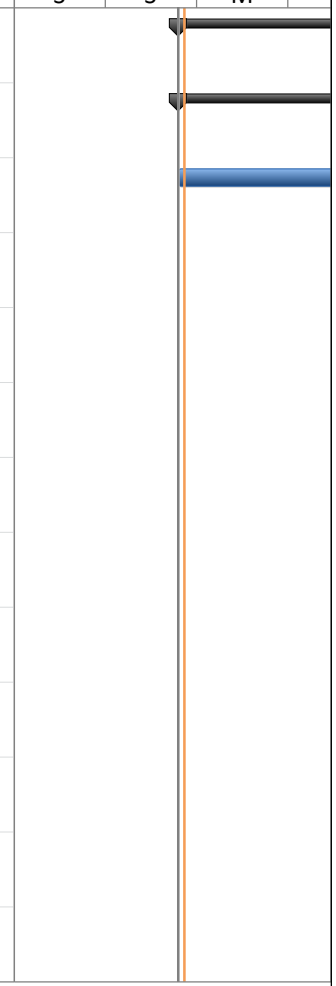
ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
1		**Phase 1: Pre-Production**	**145 days**	**Fri 25-02-21**	**Thu 25-09-11**	
2		**Setup UE5.5 Project**	**145 days**	**Fri 25-02-21**	**Thu 25-09-11**	
3		Implement GAS Foundation (C++)	20 days	Fri 25-02-21	Thu 25-03-20	
4		Build Core Libraries (C++)	15 days	Fri 25-03-21	Thu 25-04-10	3
5		Setup Animation Pipeline - Aria Walk/Run/Jump/Climb	20 days	Fri 25-04-11	Thu 25-05-08	4
6		Setup Animation Pipeline - Aria Combat (Melee)	15 days	Fri 25-05-09	Thu 25-05-29	5
7		Blueprint Combat (Melee Strike)	10 days	Fri 25-05-30	Thu 25-06-12	4,6
8		Setup Animation Pipeline - Gruntlings Walk/Run/Attack	15 days	Fri 25-05-30	Thu 25-06-19	6
9		Blueprint Puzzle (Light)	10 days	Fri 25-06-13	Thu 25-06-26	7
10		Blueprint Narrative (Vision)	10 days	Fri 25-06-27	Thu 25-07-10	9
11		Create Initial SFX (Combat/Wind)	10 days	Fri 25-06-20	Thu 25-07-03	8
12		Create Initial VFX (Blood/Light)	10 days	Fri 25-08-29	Thu 25-09-11	11
13						



Project: Echoes of the Ancients Pr
Date: Sat 25-02-22

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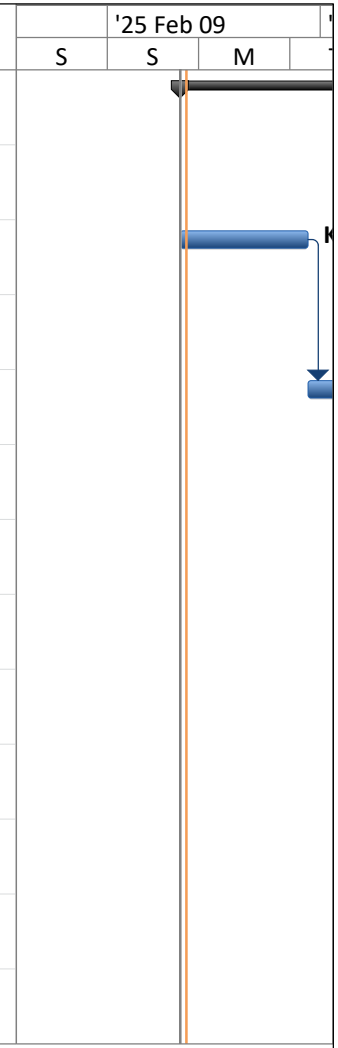
External Tasks		Duration-only		Progress	

ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
14		**Phase 2: Core Development**	**385 days**	**Fri 25-02-21**	**Thu 26-08-13**	
15		Expand GAS - Ranged Shot	15 days	Fri 25-07-11	Thu 25-07-31	10
16		Expand GAS - Gauntlet Gust	15 days	Fri 25-02-21	Thu 25-03-13	
17		Enhance Animation System (C++)	20 days	Fri 25-08-01	Thu 25-08-28	15
18		Build Audio Manager (C++)	15 days	Fri 25-03-14	Thu 25-04-03	16
19		Animate Aria - Parry/Counter/Ranged	20 days	Fri 25-07-11	Thu 25-08-07	10
20		Animate Raptors - Walk/Run/Jump/Attack	20 days	Fri 26-07-17	Thu 26-08-13	17
21		Refine SFX (Fire/Raptor/Wind)	15 days	Fri 25-04-04	Thu 25-04-24	18
22		Refine VFX (Ember/Gust)	15 days	Fri 25-08-08	Thu 25-08-28	19
23		Blueprint Combat (Ranged/Gauntlet)	15 days	Fri 25-08-29	Thu 25-09-18	17
24		Blueprint Puzzles (Fire/Wind)	20 days	Fri 25-04-25	Thu 25-05-22	21
25		Integrate Regions (Jungle/Temple)	40 days	Fri 26-05-22	Thu 26-07-16	22
26		Alpha Build Testing & Refinement	30 days	Fri 25-09-19	Thu 25-10-30	23



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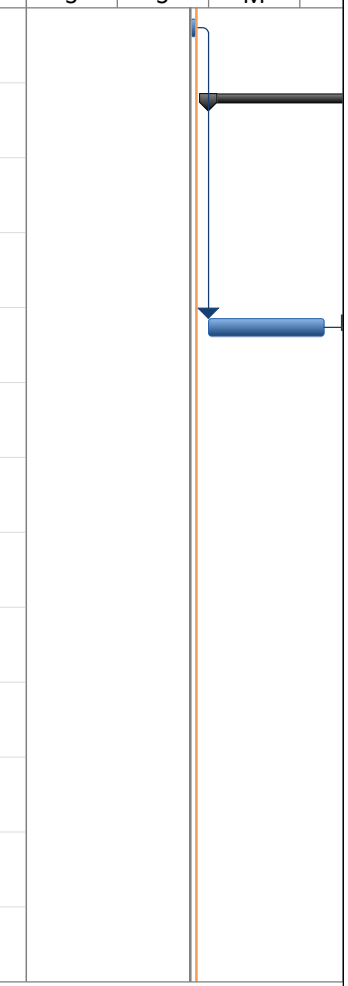
ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
27			1 day?	Fri 25-02-21	Fri 25-02-21	
28		**Phase 3: Content Expansion**	**244 days**	**Mon 25-02-24**	**Thu 26-01-29**	
29		Complete GAS - Shadowfang Slash	15 days	Fri 25-05-23	Thu 25-06-12	24
30		Implement Warden AI (C++)	20 days	Fri 25-10-31	Thu 25-11-27	26
31		Build Choice System (C++)	15 days	Mon 25-02-24	Fri 25-03-14	27
32		Animate Golems - Walk/Run/Attack	20 days	Fri 25-05-23	Thu 25-06-19	24
33		Animate Warden - Walk/Attack/Stagger	25 days	Fri 25-06-13	Thu 25-07-17	29
34		Enhance SFX (Golem/Warden/Water)	15 days	Fri 25-11-28	Thu 25-12-18	30
35		Enhance VFX (Lifesteal/Water/Seal)	15 days	Fri 25-07-11	Thu 25-07-31	31
36		Blueprint Combat (Shadowfang/Warden)	20 days	Fri 25-11-28	Thu 25-12-25	26,30
37		Blueprint Puzzles (Water/Seal)	20 days	Fri 25-07-11	Thu 25-08-07	32
38		Integrate Regions (Sands/Rift/Enclave/Peaks)	40 days	Fri 25-07-18	Thu 25-09-11	33
39		Beta Build Testing & Refinement	30 days	Fri 25-12-19	Thu 26-01-29	34



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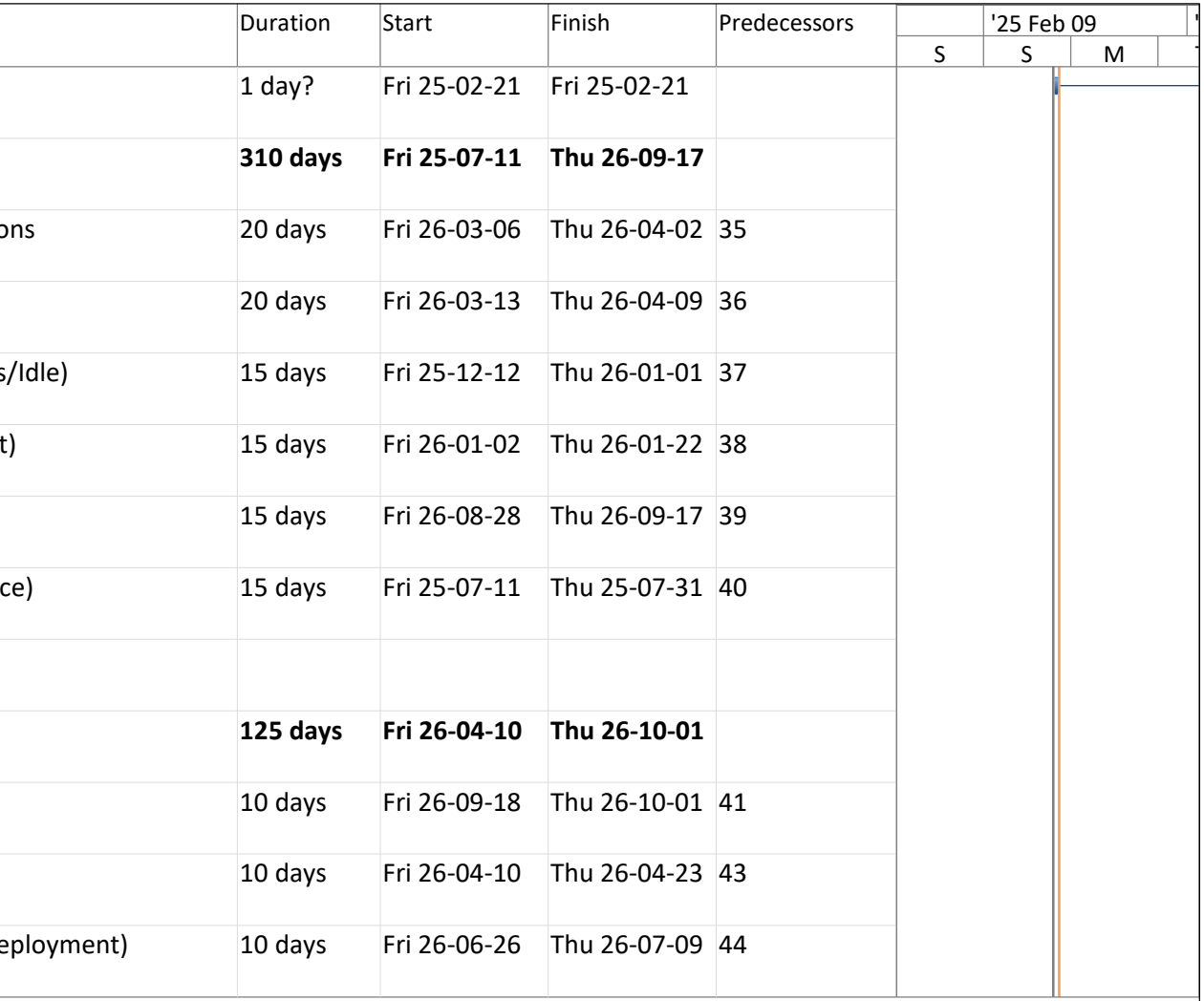
ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors
40			1 day?	Fri 25-02-21	Fri 25-02-21	
41		**Phase 4: Polish & Optimization**	**310 days**	**Fri 25-07-11**	**Thu 26-09-17**	
42		Polish GAS Sync with Animations	20 days	Fri 26-03-06	Thu 26-04-02	35
43		Optimize C++ Systems	20 days	Fri 26-03-13	Thu 26-04-09	36
44		Polish Animations (Transitions/Idle)	15 days	Fri 25-12-12	Thu 26-01-01	37
45		Finalize SFX (Combat/Ambient)	15 days	Fri 26-01-02	Thu 26-01-22	38
46		Finalize VFX (Seal/Umbraeth)	15 days	Fri 26-08-28	Thu 26-09-17	39
47		Blueprint Polish (Visions/Choice)	15 days	Fri 25-07-11	Thu 25-07-31	40
48						
49		**Phase 5: Launch & Post-Launch**	**125 days**	**Fri 26-04-10**	**Thu 26-10-01**	
50		Integrate Steamworks SDK	10 days	Fri 26-09-18	Thu 26-10-01	41
51		Final Build & Testing	10 days	Fri 26-04-10	Thu 26-04-23	43
52		Launch Preparation (Steam Deployment)	10 days	Fri 26-06-26	Thu 26-07-09	44



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External Tasks		Duration-only		Progress	

ID	Task Mode	Task Name	Duration	Start	Finish	Predecessors	'25 Feb 09 S	S	M
53		Patch 1.1 Development & Release	10 days	Fri 26-07-10	Thu 26-07-23	45			

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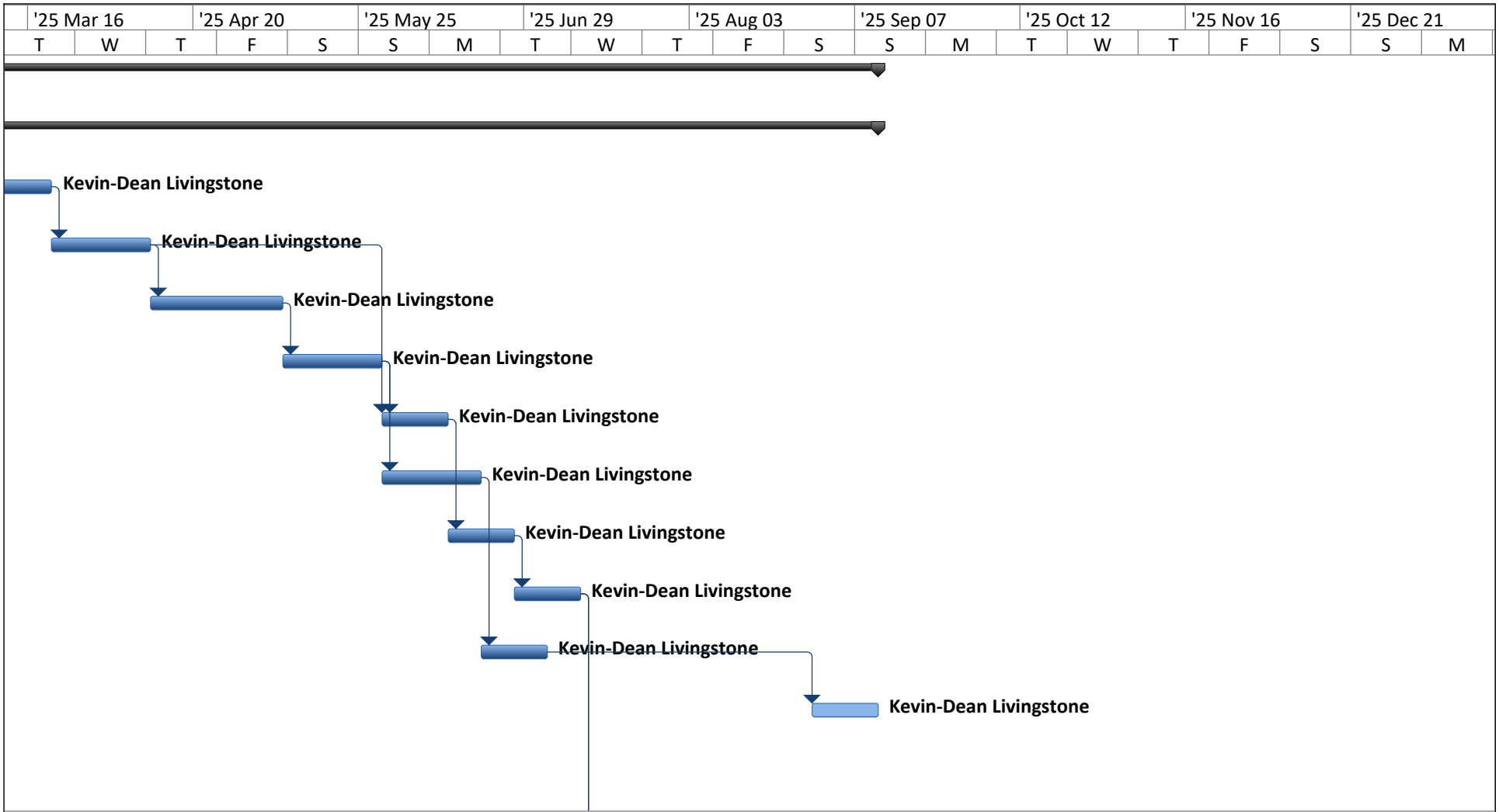

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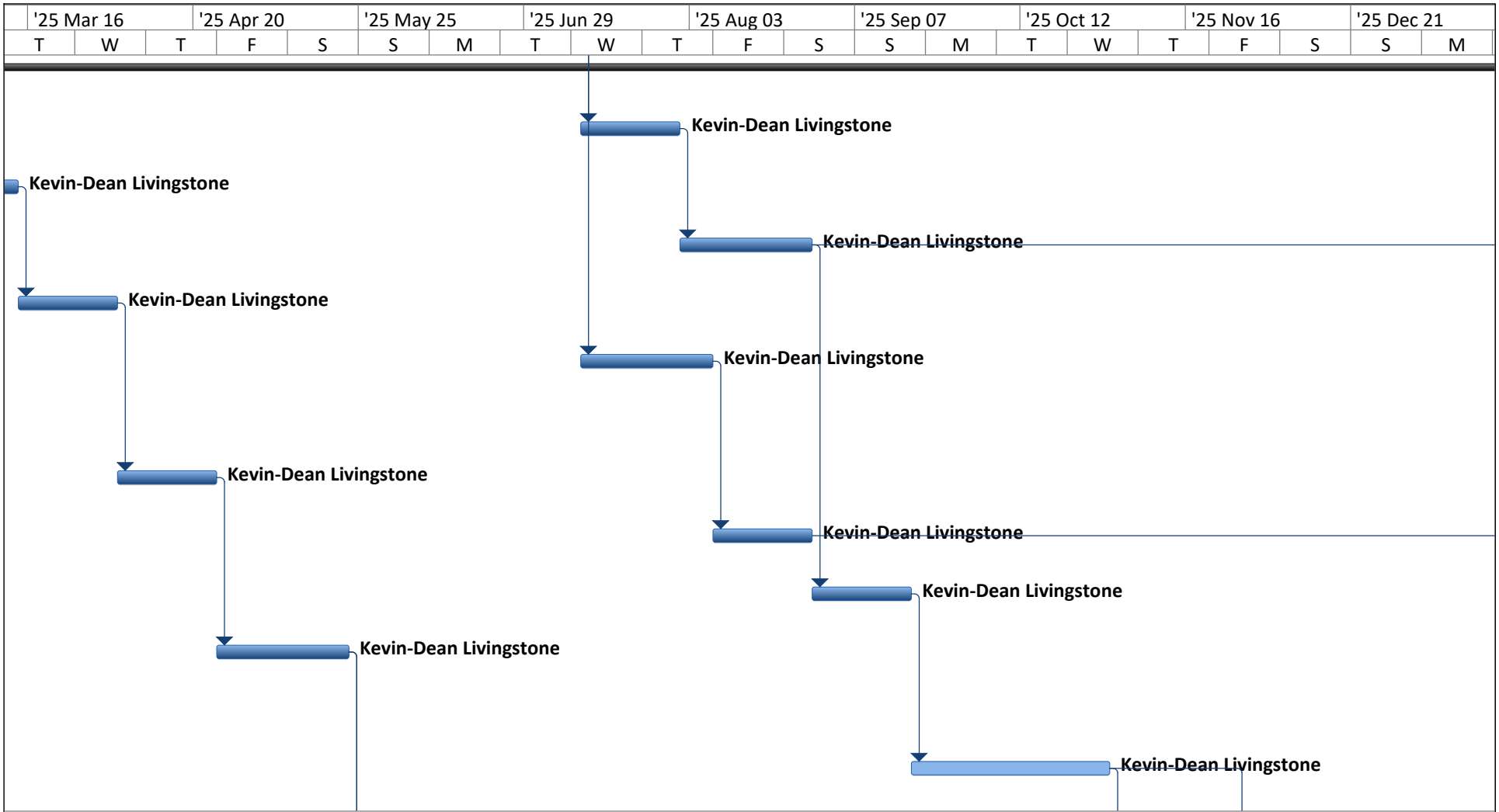

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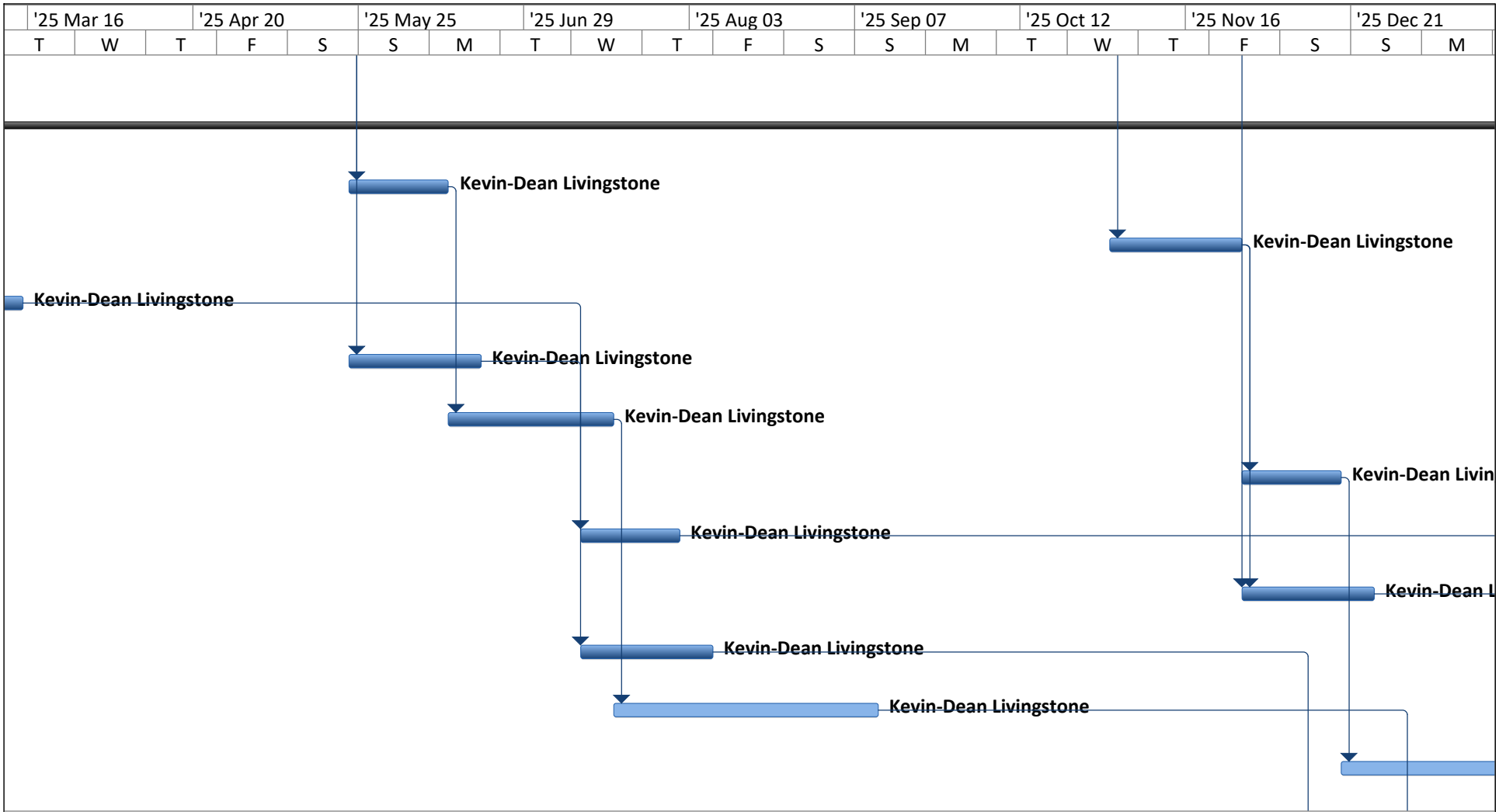

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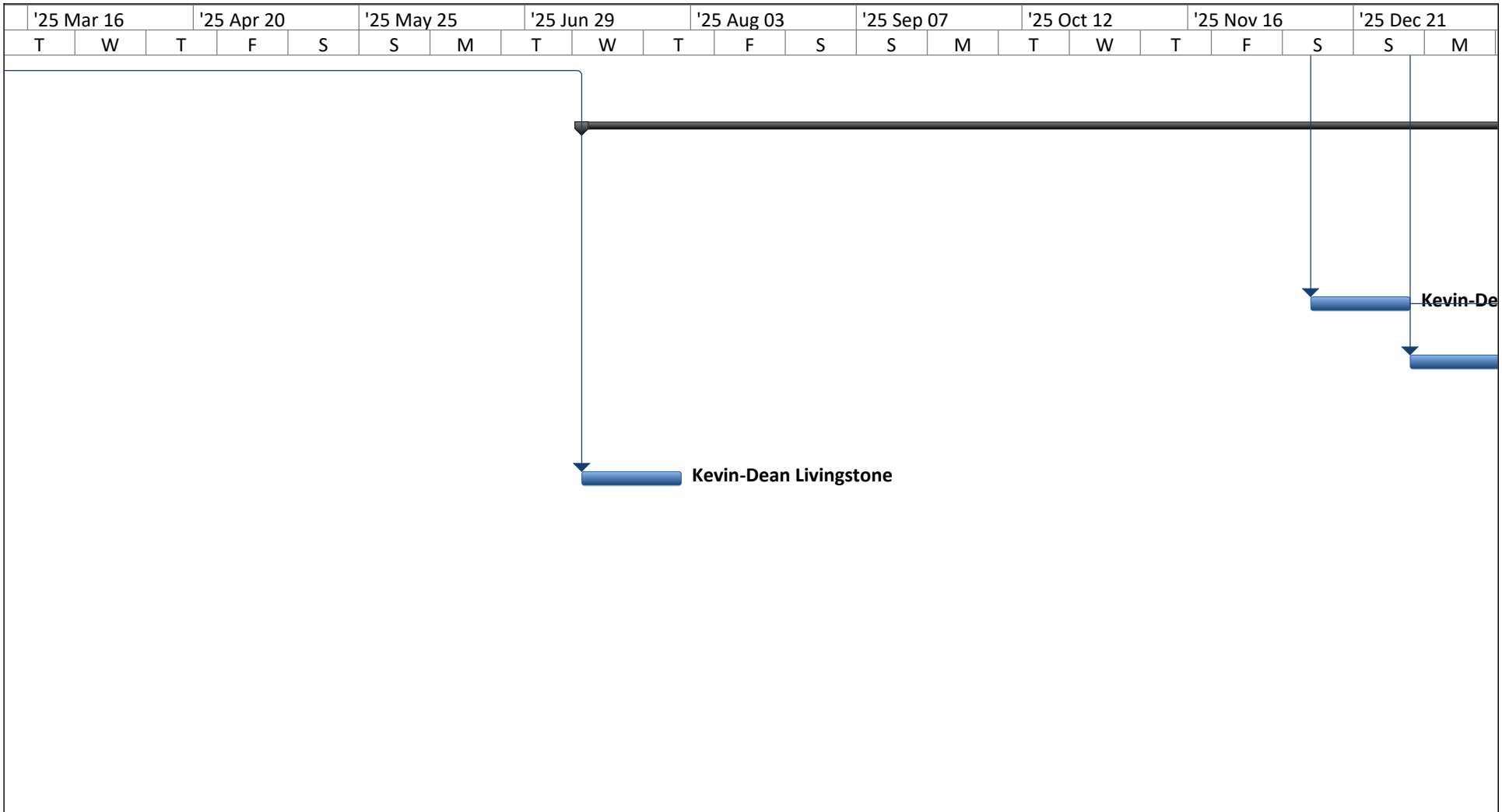

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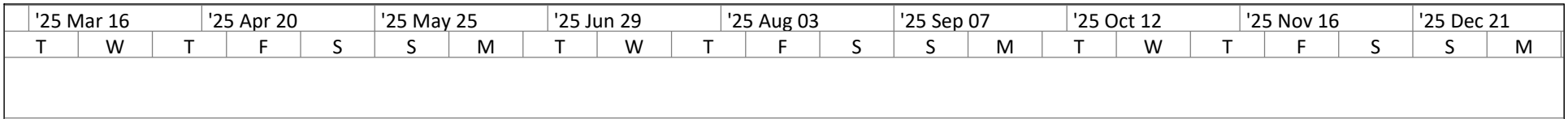

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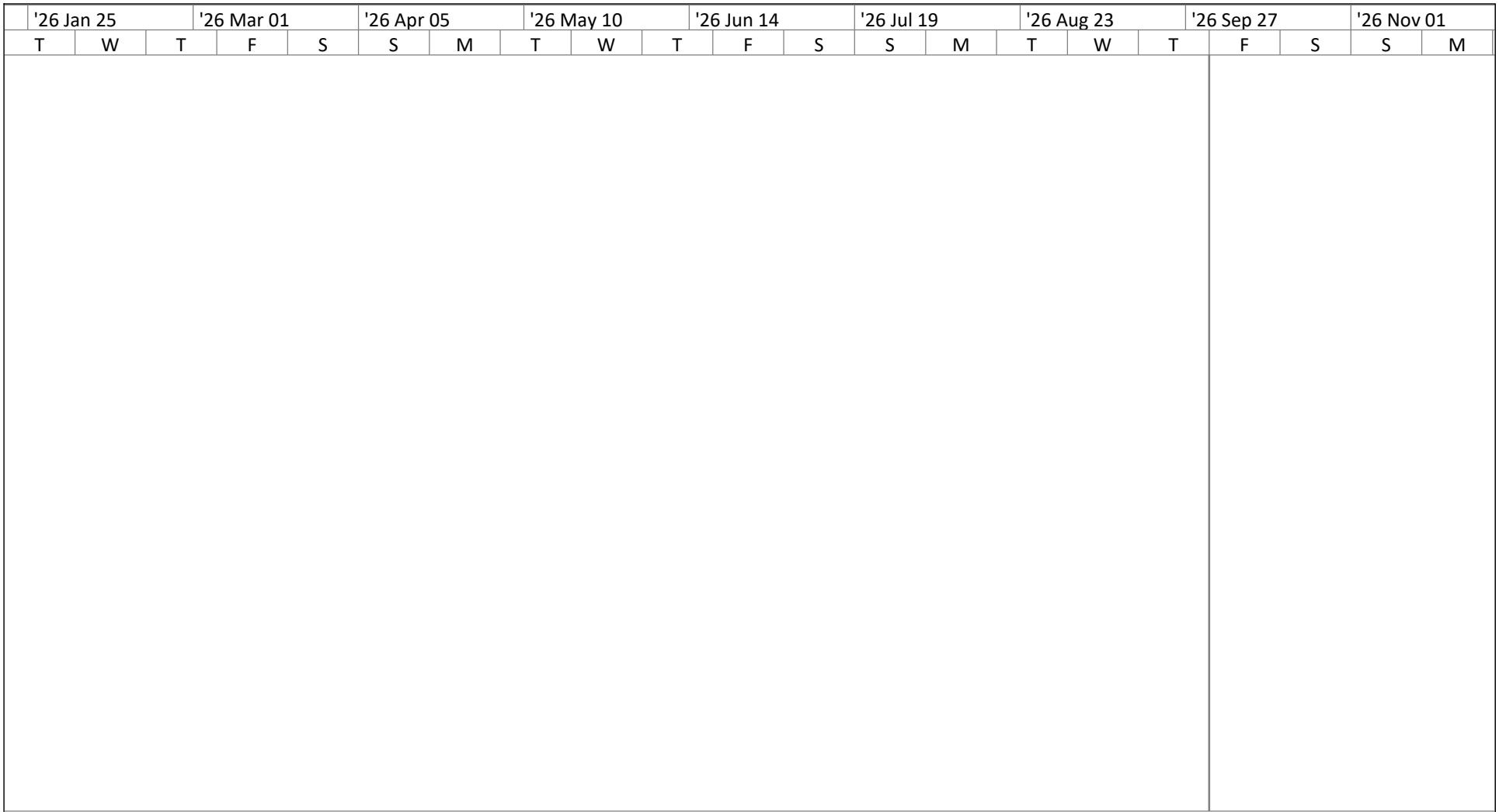

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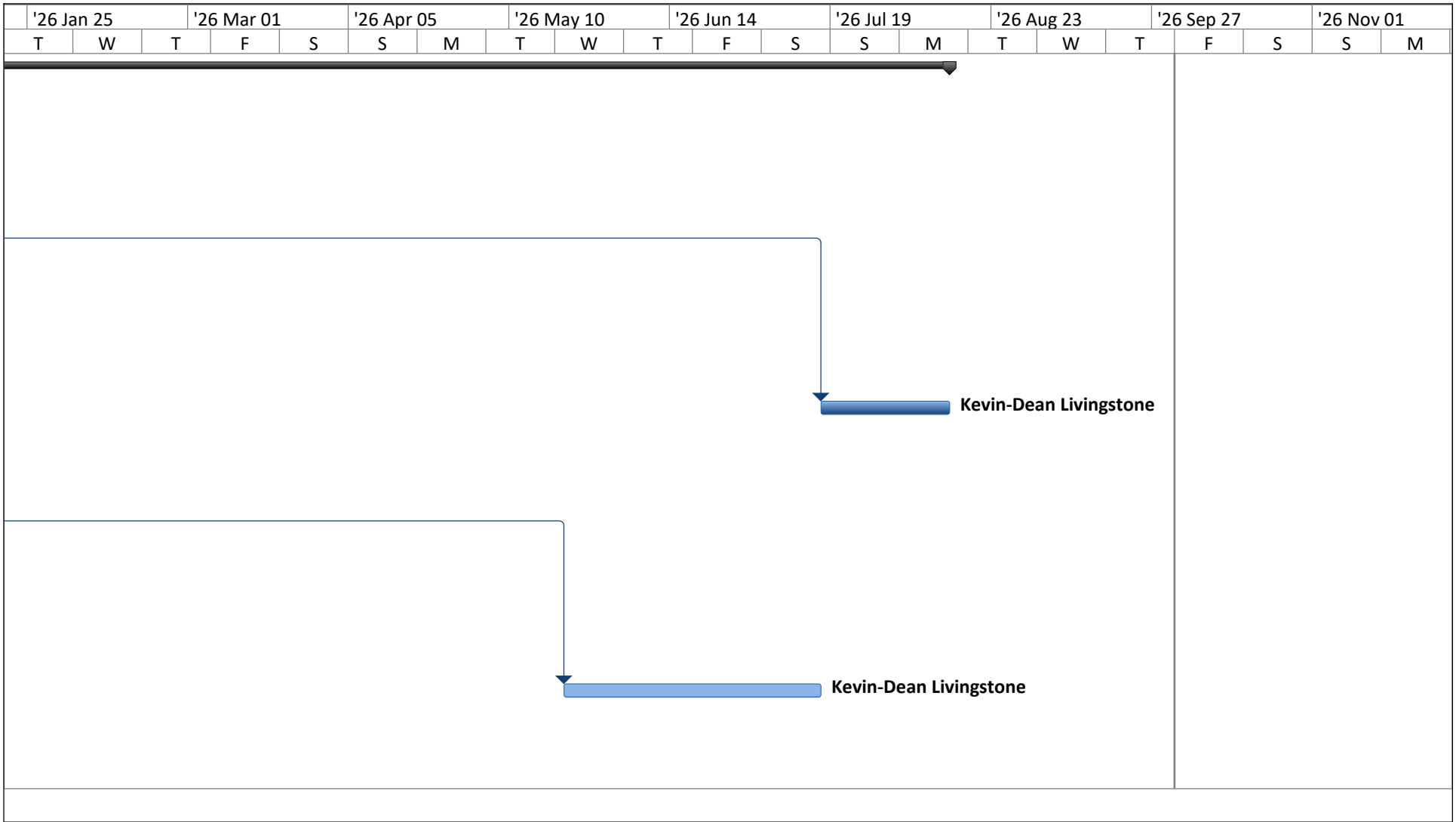

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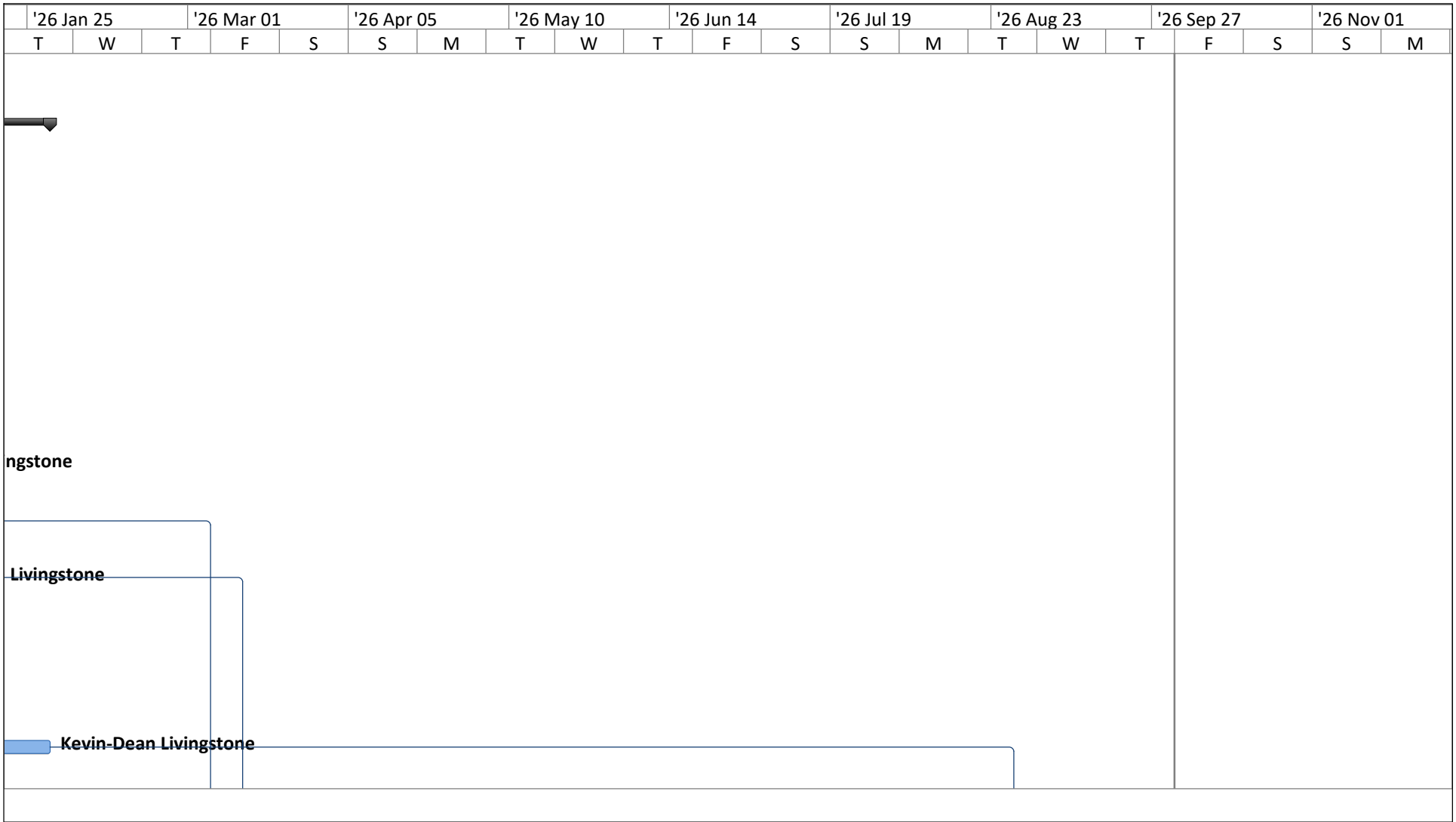

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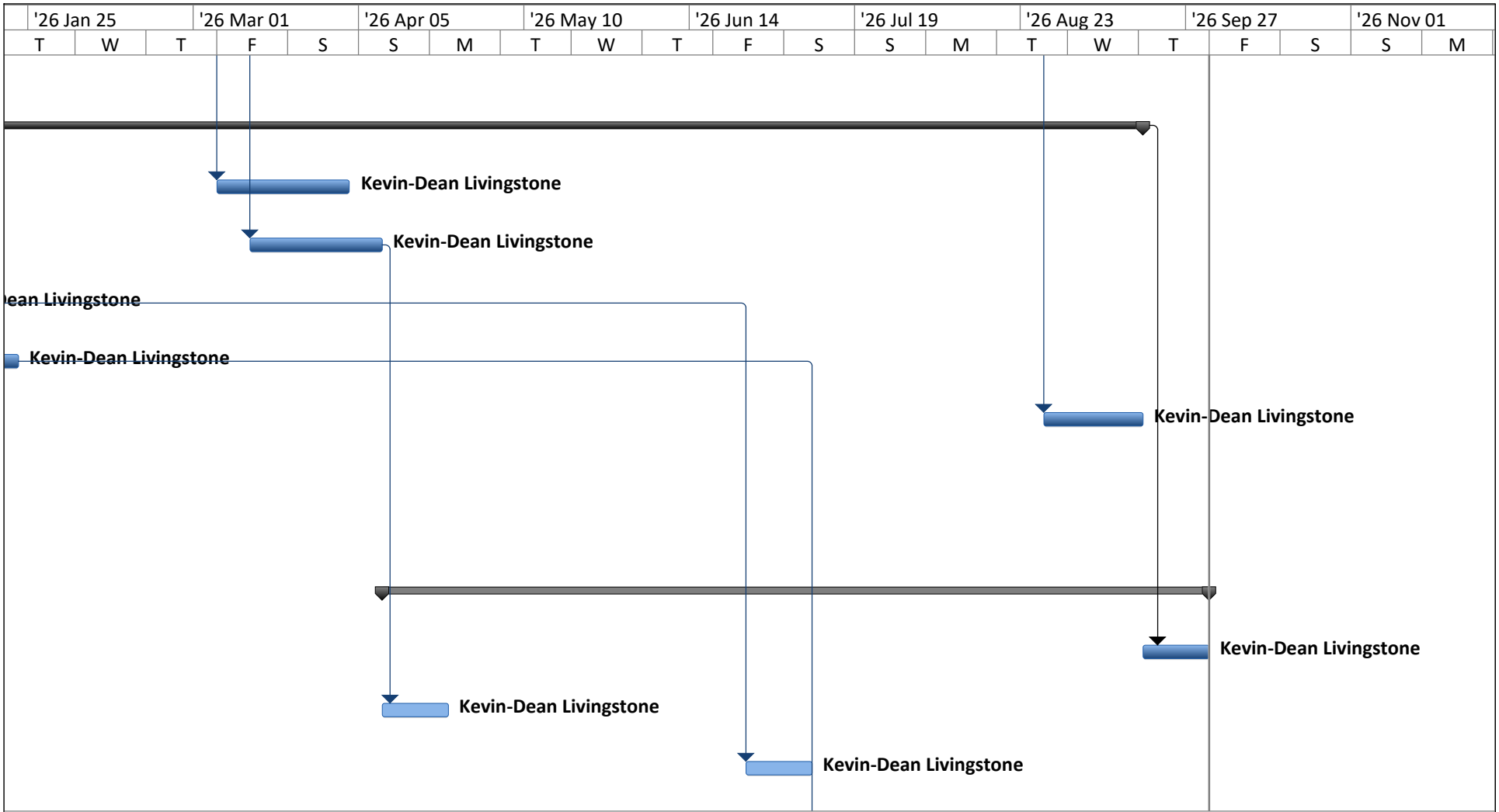

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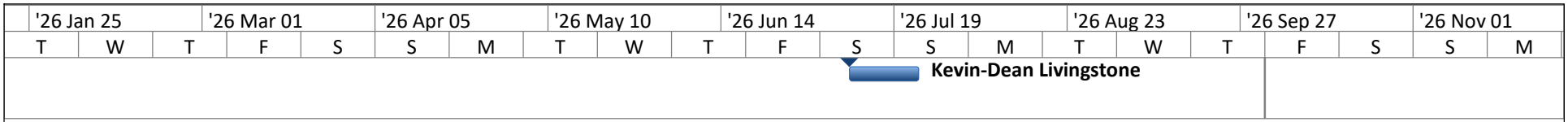

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