)		Task	Task Nam	e		Duration	Start	Finish	Predecessors		'25 Fe	
1	0	Mode	Phase 1:	Pre-Production		145 days	Fri 25-02-21	Thu 25-09-11		S	S	M
						, .						
2	Ť	3	Setup	UE5.5 Project		145 days	Fri 25-02-21	Thu 25-09-11			•	
3	ŧ	3	Imp	lement GAS Foundati	on (C++)	20 days	Fri 25-02-21	Thu 25-03-20				
4	ŧ	3	Buil	d Core Libraries (C++)		15 days	Fri 25-03-21	Thu 25-04-10	3			
5	İ	3		up Animation Pipeline k/Run/Jump/Climb	20 days	Fri 25-04-11	Thu 25-05-08	4				
6	ŧ	3	Setu	up Animation Pipeline	- Aria Combat (Melee	15 days	Fri 25-05-09	Thu 25-05-29	5			
7	ŧ	3	Blue	eprint Combat (Melee	Strike)	10 days	Fri 25-05-30	Thu 25-06-12	4,6			
8	ŧ	3		up Animation Pipeline k/Run/Attack	- Gruntlings	15 days	Fri 25-05-30	Thu 25-06-19	6			
9	ŧ	3	Blue	eprint Puzzle (Light)		10 days	Fri 25-06-13	Thu 25-06-26	7			
10	ŧ	3	Blue	Blueprint Narrative (Vision)		10 days	Fri 25-06-27	Thu 25-07-10	9			
11	ŧ	3	Crea	Create Initial SFX (Combat/Wind)			Fri 25-06-20	Thu 25-07-03	8			
12	ŧ	3	Crea	Create Initial VFX (Blood/Light)			Fri 25-08-29	Thu 25-09-11	11			
13		3										
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		Phase 2:	Core Development		385 days	Fri 25-02-21	Thu 26-08-13		S	S	M
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•	3	Expand	d GAS - Ranged Shot		15 days	Fri 25-07-11	Thu 25-07-31	10			
ŧ	3	Expand	d GAS - Gauntlet Gust		15 days	Fri 25-02-21	Thu 25-03-13			ĺ	
ŧ	3	Enhand	ce Animation System	(C++)	20 days	Fri 25-08-01	Thu 25-08-28	15			
ŧ	3	Build A	udio Manager (C++)		15 days	Fri 25-03-14	Thu 25-04-03	16			
ŧ	3	Animat	te Aria - Parry/Counte	er/Ranged	20 days	Fri 25-07-11	Thu 25-08-07	10			
ŧ	3	Animat	te Raptors - Walk/Rur	n/Jump/Attack	20 days	Fri 26-07-17	Thu 26-08-13	17			
ŧ	3	Refine	SFX (Fire/Raptor/Wir	d)	15 days	Fri 25-04-04	Thu 25-04-24	18			
ŧ	3	Refine	VFX (Ember/Gust)		15 days	Fri 25-08-08	Thu 25-08-28	19			
ŧ	₽	Blueprint Combat (Ranged/G		Gauntlet)	15 days	Fri 25-08-29	Thu 25-09-18	17			
ŧ	3	Bluepr	int Puzzles (Fire/Winc	1)	20 days	Fri 25-04-25	Thu 25-05-22	21			
ŧ	3	Integra	ite Regions (Jungle/Te	emple)	40 days	Fri 26-05-22	Thu 26-07-16	22			
ŧ	3	Alpha Bui	ld Testing & Refinem	ent	30 days	Fri 25-09-19	Thu 25-10-30	23			
			Task		External Mi	lestone •		·	ollup =		
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			Enhance Build A Animat Animat Animat Refine Refine Bluepr Bluepr Alpha Bui Alpha Bui	Build Audio Manager (C++) Animate Aria - Parry/Counter Animate Raptors - Walk/Rur Refine SFX (Fire/Raptor/Win Refine VFX (Ember/Gust) Blueprint Combat (Ranged/O Blueprint Puzzles (Fire/Wind Integrate Regions (Jungle/Tell Alpha Build Testing & Refinement Task Split Milestone Summary	Enhance Animation System (C++) Build Audio Manager (C++) Animate Aria - Parry/Counter/Ranged Animate Raptors - Walk/Run/Jump/Attack Refine SFX (Fire/Raptor/Wind) Refine VFX (Ember/Gust) Blueprint Combat (Ranged/Gauntlet) Blueprint Puzzles (Fire/Wind) Integrate Regions (Jungle/Temple) Alpha Build Testing & Refinement Task Split Milestone Summary Project Summary Project Summary	Enhance Animation System (C++) Build Audio Manager (C++) Animate Aria - Parry/Counter/Ranged Animate Raptors - Walk/Run/Jump/Attack Refine SFX (Fire/Raptor/Wind) Refine VFX (Ember/Gust) Blueprint Combat (Ranged/Gauntlet) Blueprint Puzzles (Fire/Wind) Blueprint Puzzles (Fire/Wind) Alpha Build Testing & Refinement Task Split Task Split Inactive Tas Summary Project Summary Manual Tasi Enhance Animation System (C++) Build Audio Manager (C++) Animate Aria - Parry/Counter/Ranged Animate Raptors - Walk/Run/Jump/Attack Refine SFX (Fire/Raptor/Wind) Refine VFX (Ember/Gust) Blueprint Combat (Ranged/Gauntlet) Blueprint Puzzles (Fire/Wind) Changed Fri 25-08-08 Blueprint Puzzles (Fire/Wind) Changed Fri 25-08-29 Alpha Build Testing & Refinement Task Split Task Split Milestone Summary Project Summary Project Summary External Tasks Duration-only	Enhance Animation System (C++) Build Audio Manager (C++) Animate Aria - Parry/Counter/Ranged Animate Raptors - Walk/Run/Jump/Attack Refine SFX (Fire/Raptor/Wind) Refine VFX (Ember/Gust) Blueprint Combat (Ranged/Gauntlet) Blueprint Puzzles (Fire/Wind) Codays Fri 25-08-01 Thu 25-08-07 Thu 25-08-07 Thu 25-08-07 Thu 25-08-07 Thu 25-08-08 Thu 25-04-24 Thu 25-04-24 Thu 25-04-24 Thu 25-04-24 Thu 25-04-24 Thu 25-04-25 Thu 25-09-18 Alpha Build Testing & Refinement Task Split Inactive Task Inactive Task Inactive Summary Project Summary External Tasks Duration-only	Enhance Animation System (C++) Build Audio Manager (C++) Animate Aria - Parry/Counter/Ranged Odays Fri 25-03-14 Thu 25-04-03 Animate Aria - Parry/Counter/Ranged Odays Fri 25-07-11 Thu 25-08-07 Thu 26-08-13 Refine SFX (Fire/Raptor/Wind) Refine SFX (Fire/Raptor/Wind) Blueprint Combat (Ranged/Gauntlet) Blueprint Puzzles (Fire/Wind) Odays Fri 25-08-08 Blueprint Puzzles (Fire/Wind) Odays Fri 25-04-25 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-05-22 Thu 26-07-16 Days Fri 25-09-19 Thu 25-10-30 Alpha Build Testing & Refinement Task Split Inactive Task Manual Summary Fri 25-02-22 Millestone Summary Froject Summary Froject Summary Froject Summary Froject Summary Froject Summary Frogress	Enhance Animation System (C++) Build Audio Manager (C++) Animate Aria - Parry/Counter/Ranged Codays Fri 25-03-14 Thu 25-04-03 Animate Aria - Parry/Counter/Ranged Codays Fri 25-07-11 Thu 25-08-07 Thu 25-08-08 Thu 25-04-24 Refine SFX (Fire/Raptor/Wind) Refine VFX (Ember/Gust) Blueprint Combat (Ranged/Gauntlet) Blueprint Puzzles (Fire/Wind) Codays Fri 25-08-08 Thu 25-08-28 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-07-16 Thu 25-07-16 Thu 25-07-17 Thu 26-08-13 Thu 25-08-27 Thu 25-08-28 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-10-30 Thu 25-07-16 Thu 25-07-16 Thu 25-07-16 Thu 25-07-17 Thu 26-08-13 Thu 25-08-27 Thu 25-08-28 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-10-30 Thu 25-07-16 Thu 25-07-16 Thu 25-07-17 Thu 26-08-13 Thu 25-08-27 Thu 25-08-28 Thu 25-09-19 Thu 25-09-18 Thu 25-09-19 Thu 25-09-18 Thu 25-09-18 Thu 25-09-19 Thu 25-09-19 Thu 25-07-16 Thu 25-08-28 Thu 25-09-19 Thu 25-09-19 Thu 25-10-30 Thu 25-07-16 Thu 25-08-28 Thu 25-09-19 Thu 25-09-19 Thu 25-07-16 Thu 25-08-28 Thu 25-09-19 Thu 25-09-19 Thu 25-07-10 Thu 25-08-28 Thu 25-08-28 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-09-19 Thu 25-07-10 Thu 25-08-07 Thu 25-08-08 Th	Enhance Animation System (C++) Build Audio Manager (C++) Animate Aria - Parry/Counter/Ranged Animate Raptors - Walk/Run/Jump/Attack Codays Fri 25-03-14 Thu 25-08-07 Thu 25-08-07 Animate Raptors - Walk/Run/Jump/Attack Codays Fri 25-07-11 Thu 26-08-13 Refine SFX (Fire/Raptor/Wind) See Refine VFX (Ember/Gust) Blueprint Combat (Ranged/Gauntlet) Blueprint Puzzles (Fire/Wind) Codays Fri 25-08-29 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-09-18 Thu 25-09-19 Thu 25-07-16 Alpha Build Testing & Refinement Task Split Inactive Task Manual Summary Finish-only Finish-only External Tasks Duration-only Progress	

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27	0	Mode				4 1 2	5 : 25 .22 .24	5:25.02.24		S	S	M	
27		₽				1 day?	Fri 25-02-21	Fri 25-02-21					
28	ŧ	3	Phase 3:	Content Expansion		244 days	Mon 25-02-24	Thu 26-01-29					_
29	ŧ	3	Comple	ete GAS - Shadowfan	g Slash	15 days	Fri 25-05-23	Thu 25-06-12	24				
30	İ	3	Implen	nent Warden AI (C++)		20 days	Fri 25-10-31	Thu 25-11-27	26				
31	İ	3	Build C	hoice System (C++)		15 days	Mon 25-02-24	Fri 25-03-14	27			+	
32	ŧ	3	Animat	te Golems - Walk/Rui	n/Attack	20 days	Fri 25-05-23	Thu 25-06-19	24				
33	ŧ	3	Animat	te Warden - Walk/Ati	tack/Stagger	25 days	Fri 25-06-13	Thu 25-07-17	29				
34	ŧ	3	Enhand	ce SFX (Golem/Warde	en/Water)	15 days	Fri 25-11-28	Thu 25-12-18	30				
35	ŧ	3	Enhand	ce VFX (Lifesteal/Wat	er/Seal)	15 days	Fri 25-07-11	Thu 25-07-31	31				
36	ŧ	3	Bluepr	int Combat (Shadowf	ang/Warden)	20 days	Fri 25-11-28	Thu 25-12-25	26,30				
37	ŧ	3	Bluepr	Blueprint Puzzles (Water/Seal) Integrate Regions (Sands/Rift/Enclave/Peaks)		20 days	Fri 25-07-11	Thu 25-08-07	32				
38	ŧ	3	Integra			40 days	Fri 25-07-18	Thu 25-09-11	11 33				
39	ŧ	3	Beta B	uild Testing & Refiner	ment	30 days	Fri 25-12-19	Thu 26-01-29	34				
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40		₽				1 day?	Fri 25-02-21	Fri 25-02-21			ľ	
41	ŧ	3	Phase 4:	Polish & Optimization	on	310 days	Fri 25-07-11	Thu 26-09-17				
42	į	3	Polish	GAS Sync with Anima	ations	20 days	Fri 26-03-06	Thu 26-04-02	35			
43	İ	3	Optimize C++ Systems		20 days	Fri 26-03-13	Thu 26-04-09	36				
44	į	3	Polish Animations (Transitions/Idle)			15 days	Fri 25-12-12	Thu 26-01-01	37			
45	i	3	Finalize	e SFX (Combat/Ambi	15 days	Fri 26-01-02	Thu 26-01-22	38				
46	İ	3	Finalize	e VFX (Seal/Umbraet	h)	15 days	Fri 26-08-28	Thu 26-09-17	39			
47	i	3	Bluepr	int Polish (Visions/Ch	noice)	15 days	Fri 25-07-11	Thu 25-07-31	40			
48		3										
49	İ	3	Phase 5:	e 5: Launch & Post-Launch		125 days	Fri 26-04-10	Thu 26-10-01				
50	İ	3	Integra	Integrate Steamworks SDK		10 days	Fri 26-09-18	Thu 26-10-01	41			
51	i	3	Final Build & Testing			10 days	Fri 26-04-10	Thu 26-04-23	43			
52	ŧ	3	Launch	Preparation (Steam	Deployment)	10 days	Fri 26-06-26	Thu 26-07-09	44			
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53	ŧ	3	Patch 1	l.1 Development & R	lelease	10 days	Fri 26-07-10	Thu 26-07-23	45				
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