

Programming	Days	Art	Days	Design	Days	Q/A	Days
Character Controller	5	Warrior model	5	Town hub level	5	Gameplay testing	10
RPG Framework	10	Mage model	5	Wilderness level	10	Warrior skill progression test	10
AI	10	Town hub props	10	Catacombs level	10	Mage skill progression test	10
Skill Tree system	3	Wilderness props	10	Town quests and dialog	3	Equipment table/drop rate tests	10
Warrior skills	5	Catacombs level pieces	5	Wilderness quests and dialog	5	Quest Line tests	5
Mage skills	5	Catacombs props	10	Catacombs quests and dialog	5	Localisation	5
Equipment system	3	Goblin Warrior	5	Warrior skills	5		
In game HUD	3	Goblin Shaman	5	Mage Skills	5		
Inventory UI	5	Weapon models	5	Equipment tables	5		
Stores & Stores UI	3	Warrior Animations	10	Goblin AI & Skills	3		
Quest system	4	Mage Animations	10	Raven Witch boss AI/skills	3		
Quest UI	3	HUD Textures	5	Talos boss AI/skills	3		
Main Menu	1	Quest UI textures	2	UI Design	3		
Options	1	Inventory UI	3	Localisation	5		
Localisation	5	Warrior skill particle FX	5				
		Mage skill particle FX	5				
		Talos Boss character	10				
		Blood Raven boss character	10				
		Skill Icons	2				
		Inventory Icons	3				
		Loot drop models	5				
		Localisation	5				
	66		135		70		50

Vertical slice should take around 13 weeks with 1 programmer, 1 designer and 2 artists full time and 1 part time Q/A tester

Allowed a few days for each department to cater for localisation in the vertical slice.
Localisation will become more of a priority when the full game gets closer to release.