**WORK BREAKDOWN STRUCTURE TREE DIAGRAM**

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| --- | --- | --- | --- |
| **PROJECT TITLE** | VR Training Applications | **COMPANY NAME** | General Games Company |
| **PROJECT MANAGER** | Edward | **DATE** | 12/08/2022 |

ICT System Upgrades

Laptops

Game Engine

Hardware requirements

Work requirements

Cost

3.1 Buy new

3.2 Leasing or renting options

3.3 Cost to fix or maintain

3.4 Consider upgrades over time.

3.5 Estimate productive life span of laptop

Pick game engine

Decide on version

* 1. Research different each version category compared to game requirements
  2. What factors are involved when updating or maintaining the version.
  3. What type of Games will the company be making?
  4. Consider the genres that the team is making
  5. Programming language that staff are best with.
  6. Game budget
  7. Hardware specifications
  8. What are the minimum requirements for each engines licensing?
  9. Expected earnings from each game.
  10. Cost benefits of creating your own engine.

Organise licensing

2.1 Cost of parts

2.2 Types of games being made

2.3 Storage requirements.

2.4 RAM requirements.

2.5 Graphics Card Requirements

* 1. List of tasks that will be required by staff.
  2. What programs are required for these tasks.
  3. How many people are using these devices?