

Work Breakdown Structure

Project Activity	Description	Milestones	Names
Product Management	Responsible for management of product design, overall progress.	M0 - M6	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Marketing	Responsible for marketing of the product once it has finished development.	M0 - M6	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Sales	Responsible for the sales of the product once it has shipped.	M0 - M6	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Service	Responsible for service upkeep of the product once it has shipped.	M0 - M6	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Training	Responsible for training users in the usage of the product once it has shipped.	M3 - M5	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Manufacturing	Responsible for the manufacture of the product itself.	M2 - M3	Lead: Katherine Seng Secondary: Canyon Artuz Michael Zaragoza
Quality	Responsible for quality control of the product throughout all stages of development.	M0 - M6	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Technology	Responsible for upkeep of technology used in the development and usage of the product.	M2 - M3	Lead: Katherine Seng, Secondary: Canyon Artuz, Michael Zaragoza

Game Programming	Responsible for working on the code for the game and performing runtime tests and debugging tests	M2 - M4	Lead: Katherine Seng, Secondary: Canyon Artuz, Michael Zaragoza
Supply Management	Responsible for managing the usage of supplies in the product.	M2 - M3	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Configuration Management	Responsible for determining optimal configuration for the product.	M0 - M6	Lead: Canyon Artuz, Secondary: Katherine Seng, Michael Zaragoza
Change Management	Responsible for overseeing changes in the product.	M0 - M6	Lead: Katherine Seng, Secondary: Canyon Artuz, Michael Zaragoza