



CSULA Online Gaming Tournament

Project Management Plan

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CSULA ONLINE GAMING TOURNAMENTS BY USING PROJECT MANAGEMENT PLAN

1. INTRODUCTION

Due to Covid-19 outbreak, many universities were forced to conduct classes online for the 2019-2020 academic year. This drastic change among the students has caused students to face unique challenges, adversely impacting the student's mental health. To avoid any furthermore outbreak among the students we at CSULA are planning to conduct an online gaming tournament. An online gaming tournament is a much kind of break needed for the students to come out from their lazy comfort zone to start using their mind and participate actively in the tournament. This not only helps the students to be active but also helps them to engage and have a stress-free mind which in turn encourages the students to attend the university and enjoy the fun, at the same time while attending the classes in person too.

1.1 PURPOSE OF PROJECT MANAGEMENT PLAN

The purpose of the project management plan is to assure that we are meeting the participants and the project expectations of how to track and monitor the developments of organizing online gaming tournaments. The project plan will help guide in the developments of scope, time, cost, and quality management. The ineffectiveness of technology, the difficulty students have comprehending topics, and the social isolation caused by online learning prevent students from obtaining the necessary communication skills are some of the negative effects. The project management team will be responsible for managing the project plan and promoting it to the students with the help of the event managers and other volunteers. Leadership, communication, negotiation skills will help us get the most out of the people in respective teams. Esports embraces students' passion for competitive gaming to foster collaboration, creativity and inclusion. Participants build strengths in problem solving, teamwork and communication, as well as STEAM skills.

2. EXECUTIVE SUMMARY OF PROJECT CHARTER

People are increasingly turning to internet gaming, or E-sports, the known for electronic sports. One of the organized formats of multiplayer video game competitions, E-sports, is frequently played by professional players, both individually and in teams. Gaming platforms are supporting e-sports competitions that are happening all over the world.

Numerous colleges must complete their 2019–2020 academic year classes online due to the Covid-19 epidemic. Students' mental health has been negatively impacted by this significant change among them, which has brought special difficulties. We at CSULA are preparing to hold an online

gaming tournament in order to prevent any additional outbreaks among the students. In turn, this encourages the students to go to the university and have fun while simultaneously attending the sessions in person. Due to the Esports industry's explosive growth, the idea of holding such an event has the potential to be financially successful. The fundamental benefit of traditional sports would also be covered. The pupils would be motivated to go back to their schools, accept the challenge and compete, and bond over a shared interest. It not only helps the students stay active but also interact with the material and maintain a stress-free state of mind at the same time we need to consider the constraints as these are not limited and might affect.

2.1 ASSUMPTIONS/CONSTRAINTS

The scope, budget, timeline, and quality of our project plan can all be affected by assumptions. The project team will be better able to grasp and convey any concerns if the following assumptions are made for this reason.

- The game that is to be hosted
 - Coming up with a set of rules beforehand
 - Servers
 - Team management
 - Organizing
1. Participating in these online gaming competitions will allow students to assume that as a result, they will be able to meet and get to know their classmates. Since internet games appeal to most students and younger people.
 2. As a result of being influenced by the virtual world, they start acting robotically. They start using manufactured goods more frequently than actual ones. Making new online friends while spending more time indoors, they start to think that going outside is a waste of time.
 3. Since they think everything in the game is real, they too start acting similarly. Because kids are scared to share with their parents, they start sharing with strangers they meet online.

3. SCOPE MANAGEMENT

Once the above assumptions are met as expected, it wouldn't take much time for CSULA to come to the forefront more so than ever. As we all know, when online gaming is being conducted the enthusiasm among the students is very much high. The participation of the students is much to the next level, and it encourages us to conduct such kinds of events more.

The product owner and development team will meet as the first stage in this process to discuss which features the product owner and stakeholders value most and which of these features the development team is certain they can provide within their restrictions.

Moreover, with the increase in the number of participants it encourages the organizers to come ahead with many more ideas of organizing with not just sticking to the online games. With all said, the budget too is to be taken into consideration and the best part is all the arrangements can be made with a minimal budget.

Nowadays, everything is done online, including influencer marketing and advertising by corporations and organizations. To reach the intended number of students and encourage their participation in the competition, it would be beneficial to spread the word about these online through all the student organizations and groups at the university.

3.1 WORK BREAKDOWN STRUCTURE

See appendix #2

3.2 CHANGE CONTROL MANAGEMENT

“The Change Control Board are the members of the organization who oversee reviewing and authorizing any project changes that need to be made. Those changes can be the design, implementation, and use of impact analysis. For members of the board to be able to make these changes they require proper documentation for any change requests that are made.

The cost change control process will follow a change is requested. This request must represent what the impact on the cost will be of the changes submitted. Any team member can submit a change, but the request will have to be approved by the sponsor of the project. The project manager will also have to review the changes and can deny the request if she feels that the changes don't pertain to the needs of the project. On the other hand, if approved then the project manager can give approval to all team members to implement the new changes.”

4. SCHEDULE/TIME MANAGEMENT

4.1 MILESTONES

The table shows the list of milestones and Estimation of completion.

| Milestones | Estimated Completion |
|------------|---|
| Planning | August 25, 2022: Define goal, objective, event date, event-dry run date, budget, and estimation of guests. September 1, 2022: Decide Game Criteria September 9, 2022: Finalize the Sponsor. |
| Logistics | September 20, 2022: Checking Availability of Software. October 3, 2022: Purchasing Required items and shipping. October 17, 2022: Hire a new staff. End of October 2022: Buy a license for game software and install game software. Select Power backup options. Checking Internet connectivity. |

| | |
|---------------------------|--|
| Venue | November 17, 2022: Book a hall and create a map for the event. Check parking availability. November 22, 2022: Setup for food and DJ for background music. |
| Registration | November 30, 2022: Create a webpage and Launch on CSULA website. December 2, 2022: Setting up Deadline For RSVP. |
| Send Invitation | End of December 2022: Send Invitation to sponsors and guests. Finalize total no of attendees. |
| Marketing Strategy | January 18, 2023: Sending invitation to emails. January 24, 2023: Create a social media post and schedule on Instagram, Facebook, and Twitter. End of January: Create Customized banner and flyer. |
| Pre-Preparation for Event | February 2, 2023: Identify no of volunteers. February 6, 2023: Perform gaming testing with volunteer students. February 15, 2023: List down errors and solve the issues. February 17, 2023: Organize elimination round. |
| Event Day | February 21, 2023: Send Tournament reminder. Check security setup. Verify total no of participants. Live telecast on YouTube and social media channels. |
| Post Event | End of February 2023: Send Thank you messages/emails and winning prize to participant. March 6, 2023: Setup meeting and budget review. March 9, 2023: Final Event Report. |

4.2 PROJECT SCHEDULE

See Appendix #3

5.COST/BUDGET MANAGEMENT

E-sports is a dynamic competition that can be played either by single players or by teams. Our group has decided to minimize the complexity of selecting the winners by keeping it as a single player (1v1), double elimination process. This means that players can only lose once to stay in the game. The event is open to all who qualify for the age criteria (amateurs or professionals). There will be 3 prominent games for the players to play. Each game is projected to garner at least 100 players or more. The elimination round will take place at least 2 days prior to the finals. The time allotted for the elimination round is dependent on the total registered participants. The best 30 players qualify for the final; an in-person 1 day event to be held on the campus. The championship tournament` is targeted to occur in Mid-February of 2023. In the venue, there will be booths for rent for vendors and sponsors who want to market their products. Part of the resources will come

from donations both in dollars and in-kind including voluntary services from the community and students, prizes, merchandise, etc. Online streaming and ads will be instrumental in boosting popularity and marketing campaigns.

There are two available alternatives to choose from. Alternative A: double elimination requiring at least 3 days total including the virtual elimination process, while Alternative B is single elimination, one-day event. Determining the winners will be aided by bracketing tools like “smash.gg”.

Since the elimination rounds until the finals will be virtually done, there will be a minimal cost involved. The detailed net profit analysis for materials, resources, and equipment needed to organize the event is shown in illustrations 3 and 4. The items for the cost include transportation, meal, production crew, communications and marketing, LAN admins, broadcast talents, social media, photographers, merchandise, utilities, equipment rentals, and security and order personnel. These are the major variables to that a substantial portion of the budget is allocated. On the other hand, benefits conservatively will be generated through player registrations, spectator passes, booth rentals, streaming ads, merchandise, and sponsorship. Each major variable is expected to expand in parallel with the increase in demand and popularity of the event, to have an estimated 20 percent annual growth.

After analyzing the net profit in each fiscal year, we concluded that alternative A has slightly more advantages than alternative B.

Illustration 1 shows that Alternative A will have a shorter period of gaining back the investment at 15% cost of 0.32 year, compared to 0.69 year for alternative B. Additionally, the return on investment for Alternative A is almost 37% times more than Alternative B. And finally, the Net Present Value for Alternative A is 42% higher than B.

| ALTERNATIVES | DESCRIPTION | EVENT DURATION | ADVANTAGES | DISADVANTAGES |
|--------------|-------------|----------------|------------|---------------|
| | | | | |

| | | | | |
|----------------------------------|---|---|--|---|
| <p>A- DOUBLE ELIMINATION</p> | <p>2-day virtual elimination prior to the championship</p> <p>The best 30 players only are playing against each other in-person</p> | <p>February 15, 2023 To February 17, 2023</p> | <p>Lesser resources needed during the championship event</p> <p>Higher registration fee</p> <p>Attracting better players leads to the creation fan bases</p> | <p>Risk of cheating</p> |
| <p>B- SINGLE ELIMINATION</p> | | <p>February 21, 2023</p> | <p>Winners are easy to track</p> <p>Shorter period of event, less crew needed</p> | <p>The event has a limit in accepting participants.</p> <p>Screening policy must be in place in selecting qualified players to play.</p> <p>The venue will have a limited number of players that can participate due to overcrowding</p> <p>More gaming computers are needed for each of the players,</p> <p>More budget needs to be allocated for the equipment (100 * \$800 for the first year)</p> |

Illustration 1: Comparative View of Alternatives

| ALTERNATIVE A - Double Elimination | | | | | | ALTERNATIVE B - Single Elimination | | | | | |
|------------------------------------|---------------------------|--------------|-----------|-----------|-------------|------------------------------------|---------------------------|--------------|--------------|-----------|-------------|
| Cost of Capital | | 15% | | | | Cost of Capital | | 15% | | | |
| Initial Cost of Project | | \$100,000 | | | | Initial Cost of Project | | \$100,000 | | | |
| Cash Inflow | Total benefits (realized) | YEAR | | | | Cash Inflow | Total benefits (realized) | YEAR | | | |
| | | 0 | 1 | 2 | 3 | | | 0 | 1 | 2 | 3 |
| | | | \$495,125 | \$676,800 | \$951,568 | | | | \$318,750 | \$508,050 | \$653,885 |
| | PV OF Cash Inflow | | \$430,543 | \$511,758 | \$625,671 | | PV OF Cash Inflow | | \$277,173.91 | \$384,159 | \$429,940 |
| | Cummulative Cash Inflow | | \$430,543 | \$942,302 | \$1,567,973 | | Cummulative Cash Inflow | | \$277,173.91 | \$661,333 | \$1,091,273 |
| Cash Outflow | Total Costs | YEAR | | | | Cash Outflow | Total Costs | YEAR | | | |
| | | 0 | 1 | 2 | 3 | | | 0 | 1 | 2 | 3 |
| | | | \$183,000 | \$211,900 | \$233,000 | | | | \$174,000 | \$187,900 | \$194,000 |
| | PV of Cash Outflow | \$100,000 | \$159,130 | \$160,227 | \$153,201 | | PV of Cash Outflow | \$100,000 | \$151,304 | \$142,079 | \$127,558 |
| | Cummulative Cash Outflow | \$100,000 | \$259,130 | \$419,357 | \$572,559 | | Cummulative Cash Outflow | \$100,000 | \$251,304 | \$393,384 | \$520,942 |
| Cost of Capital | | 15% | | | | Cost of Capital | | 15% | | | |
| NPV | | \$995,414.03 | | | | NPV | | \$570,330.81 | | | |
| ROI | | 174% | | | | ROI | | 109% | | | |
| Payback (in years) | | 0.32 | | | | Payback (in years) | | 0.69 | | | |

We arrived at the present value by deducting the investment amount from the present values of the future cash flows. The ROI was obtained from the total realized benefits, less total costs, and then divided by the total costs.

Table 1: Cost Benefit Analysis for Alternative A

| CSULA OPEN ANNUAL ESPORTS TOURNAMENT Double Elimination (3-Day Event) | | | | | |
|--|---------|----------------------|------------------|------------------|------------------|
| COSTS | | | | | |
| Description | Entries | Cost per Participant | Year 1 | Year 2 | Year 3 |
| Transportation for participants | | | | | |
| Software Licenses | | | \$2,000 | \$2,500 | \$2,500 |
| Staff Salary | | | \$8,000 | \$10,000 | \$10,000 |
| Broadcast talent | | | \$4,000 | \$4,000 | \$4,000 |
| Production Crew | | | \$50,000 | \$50,000 | \$50,000 |
| LAN Admins | | | \$5,000 | \$6,000 | \$6,500 |
| Social media | | | \$2,000 | \$2,300 | \$2,500 |
| Communications/Marketing | | | \$3,000 | \$3,000 | \$3,000 |
| Photographers | | | \$2,000 | \$2,300 | \$2,500 |
| Merchandise Helpers | | | \$2,000 | \$2,000 | \$2,000 |
| Logistics | | | \$4,000 | \$5,000 | \$5,000 |
| Equipment | | | \$20,000 | \$20,000 | \$20,000 |
| Trophy | | | \$5,000 | \$6,000 | \$8,000 |
| Contingency Fund | | | \$10,000 | \$12,000 | \$14,000 |
| Security Crew | | | \$5,000 | \$6,000 | \$7,200 |
| Merchandise | | | \$16,000 | \$20,800 | \$20,800 |
| Venue -CalStateLA | | | \$0 | \$0 | \$0 |
| Prizes - 1st | | | \$20,000 | \$25,000 | \$30,000 |
| Prizes - 2nd | | | \$15,000 | \$20,000 | \$25,000 |
| Prizes - 3rd | | | \$10,000 | \$15,000 | \$20,000 |
| TOTAL COST | | | \$183,000 | \$211,900 | \$233,000 |
| BENEFITS | | | | | |
| PlayersRegistration | 500 | \$200.00 | \$100,000 | \$130,000 | \$169,000 |
| Spectator Pass | 1000 | \$35.00 | \$105,000 | \$126,000 | \$163,800 |
| Spectator Pass 3day | 1500 | \$95.00 | \$142,500 | \$171,000 | \$222,300 |
| Booth Rentals | 100 | \$250.00 | \$25,000 | \$30,000 | \$36,000 |
| Streaming Ads | | | \$10,000 | \$15,000 | \$22,500 |
| Merchandise | | | \$20,000 | \$30,000 | \$51,000 |
| Sponsorships (average) | 1500 | \$120.00 | \$180,000 | \$207,000 | \$238,050 |
| TOTAL BENEFIT | | | \$582,500 | \$709,000 | \$902,650 |
| Net Benefit | | | \$399,500 | \$497,100 | \$669,650 |

Table 2: Cost Benefit Analysis for Alternative B

| CSULA OPEN ANNUAL ESPORTS TOURNAMENT Single Elimination (1-Day Event) | | | | | |
|--|---------|----------------------|------------------|------------------|------------------|
| COSTS | | | | | |
| Description | Entries | Cost per Participant | Year 1 | Year 2 | Year 3 |
| Transportation for participants | | | | | |
| Software Licenses | | | \$2,000 | \$2,500 | \$2,500 |
| Staff Salary | | | \$8,000 | \$10,000 | \$10,000 |
| Broadcast talent | | | \$4,000 | \$4,000 | \$4,000 |
| Production Crew | | | \$50,000 | \$50,000 | \$50,000 |
| LAN Admins | | | \$5,000 | \$6,000 | \$6,500 |
| Social media | | | \$2,000 | \$2,300 | \$2,500 |
| Communications/Marketing | | | \$3,000 | \$3,000 | \$3,000 |
| Photographers | | | \$2,000 | \$2,300 | \$2,500 |
| Merchandise Helpers | | | \$2,000 | \$2,000 | \$2,000 |
| Logistics | | | \$4,000 | \$5,000 | \$5,000 |
| Equipment | | | \$34,000 | \$34,000 | \$34,000 |
| Trophy | | | \$5,000 | \$6,000 | \$8,000 |
| Contingency Fund | | | \$10,000 | \$12,000 | \$14,000 |
| Security Crew | | | \$5,000 | \$6,000 | \$7,200 |
| Merchandise | | | \$16,000 | \$20,800 | \$20,800 |
| Venue -CalStateLA | | | \$0 | \$0 | \$0 |
| Prizes - 1st | | | \$10,000 | \$10,000 | \$10,000 |
| Prizes - 2nd | | | \$7,000 | \$7,000 | \$7,000 |
| Prizes - 3rd | | | \$5,000 | \$5,000 | \$5,000 |
| TOTAL COST | | | \$174,000 | \$187,900 | \$194,000 |
| BENEFITS | | | | | |
| PlayersRegistration | 100 | \$100.00 | \$10,000 | \$13,000 | \$16,900 |
| spectator Pass | 500 | \$35.00 | \$52,500 | \$63,000 | \$81,900 |
| Spectator Pass 3day | 1500 | \$95.00 | \$142,500 | \$171,000 | \$222,300 |
| Booth Rentals | 100 | \$250.00 | \$25,000 | \$30,000 | \$36,000 |
| Streaming Ads | | | \$10,000 | \$15,000 | \$22,500 |
| Merchandise | | | \$15,000 | \$22,500 | \$38,250 |
| Sponsorships (average) | 1000 | \$120.00 | \$120,000 | \$138,000 | \$158,700 |
| | | | | | |
| TOTAL BENEFIT | | | \$375,000 | \$452,500 | \$576,550 |
| Net Benefit | | | \$201,000 | \$264,600 | \$382,550 |

Tables 3 and 4 below show the breakdown of the cost and benefits. The net profit was calculated by subtracting all the costs from the profits.

Illustration 2: ROI Analysis for Alternative A

CSULA Esport Tournament
Capital budgeting—return-on-investment (ROI) analysis
Fiscal Year 2023

| Investment overview | |
|----------------------------------|--|
| Project name: | CSULA E-Sports Tournament Double Elimination (Alternative A) |
| Project sponsor: | Roku, Twitch, Youtube |
| Date of request: | |
| General description of benefits: | |

| Cash flow and ROI statement | | | | |
|-------------------------------------|------|------------------|------------------|--------------------|
| BENEFIT DRIVERS | YEAR | | | |
| | 0 | 1 | 2 | 3 |
| Registration and Door Entrance Fees | | \$372,500 | \$457,000 | \$591,100 |
| Streaming Ads | | 10,000 | 15,000 | 22,500 |
| Merchandise | | 20,000 | 30,000 | 150,000 |
| Sponsorship & Donations | | 180,000 | 250,000 | 238,050 |
| Total annual benefits | | \$582,500 | \$752,000 | \$1,001,650 |
| Implementation filter | | 85% | 90% | 95% |
| Total benefits realized | | \$495,125 | \$676,800 | \$951,568 |

| Costs | Year 0 | Year 1 | Year 2 | Year 3 |
|--------------|------------------|------------------|------------------|------------------|
| Total | \$100,000 | \$183,000 | \$211,900 | \$233,000 |

| Benefits | Year 0 | Year 1 | Year 2 | Year 3 |
|-------------------------|-------------|-----------|-----------|-----------|
| Annual benefit flow | (\$100,000) | \$312,125 | \$464,900 | \$718,568 |
| Cumulative benefit flow | (100,000) | 212,125 | 677,025 | 1,395,593 |

| Discounted benefit flow | Year 0 | Year 1 | Year 2 | Year 3 |
|--|-----------|-----------|-----------|-----------|
| Discounted costs | \$100,000 | \$159,130 | \$160,227 | \$153,201 |
| Discounted benefits | 0 | 430,543 | 511,758 | 625,671 |
| Total discounted benefit flow | (100,000) | 271,413 | 351,531 | 472,470 |
| Total cumulative discounted benefit flow | (100,000) | 171,413 | 522,944 | 995,414 |

| Initial investment | Year 0 | Year 1 | Year 2 | Year 3 |
|-----------------------|------------------|------------------|------------------|------------------|
| Initial investment | \$100,000 | | | |
| Operating costs | | 76,000 | 80,100 | 81,000 |
| Ongoing support costs | | 36,000 | 44,800 | 50,000 |
| Staffing costs | | 26,000 | 27,000 | 27,000 |
| Other costs | 0 | 45,000 | 60,000 | 75,000 |
| Total costs | \$100,000 | \$183,000 | \$211,900 | \$233,000 |

| ROI measures | |
|----------------------|-----------|
| Cost of capital | 15% |
| Net present value | \$995,414 |
| Return on investment | 174% |
| Payback (in years) | 0.32 |

Illustration 3: ROI Analysis for Alternative B

CSULA Esport Tournament
Capital budgeting—return-on-investment (ROI) analysis
Fiscal Year 2023

| Investment overview | |
|----------------------------------|--|
| Project name: | CSULA E-Sports Tournament_Single Elimination (Alternative B) |
| Project sponsor: | Roku, Twitch, Youtube |
| Date of request: | |
| General description of benefits: | |

| Cash flow and ROI statement | | | | |
|-------------------------------------|------|------------------|------------------|------------------|
| BENEFIT DRIVERS | YEAR | | | |
| | 0 | 1 | 2 | 3 |
| Registration and Door Entrance Fees | | \$230,000 | \$277,000 | \$357,100 |
| Streaming Ads | | 10,000 | 15,000 | 22,500 |
| Merchandise | | 15,000 | 22,500 | 150,000 |
| Sponsorship & Donations | | 120,000 | 250,000 | 158,700 |
| Total annual benefits | | \$375,000 | \$564,500 | \$688,300 |
| Implementation filter | | 85% | 90% | 95% |
| Total benefits realized | | \$318,750 | \$508,050 | \$653,885 |

| Costs | Year 0 | Year 1 | Year 2 | Year 3 |
|--------------|------------------|------------------|------------------|------------------|
| Total | \$100,000 | \$174,000 | \$187,900 | \$194,000 |

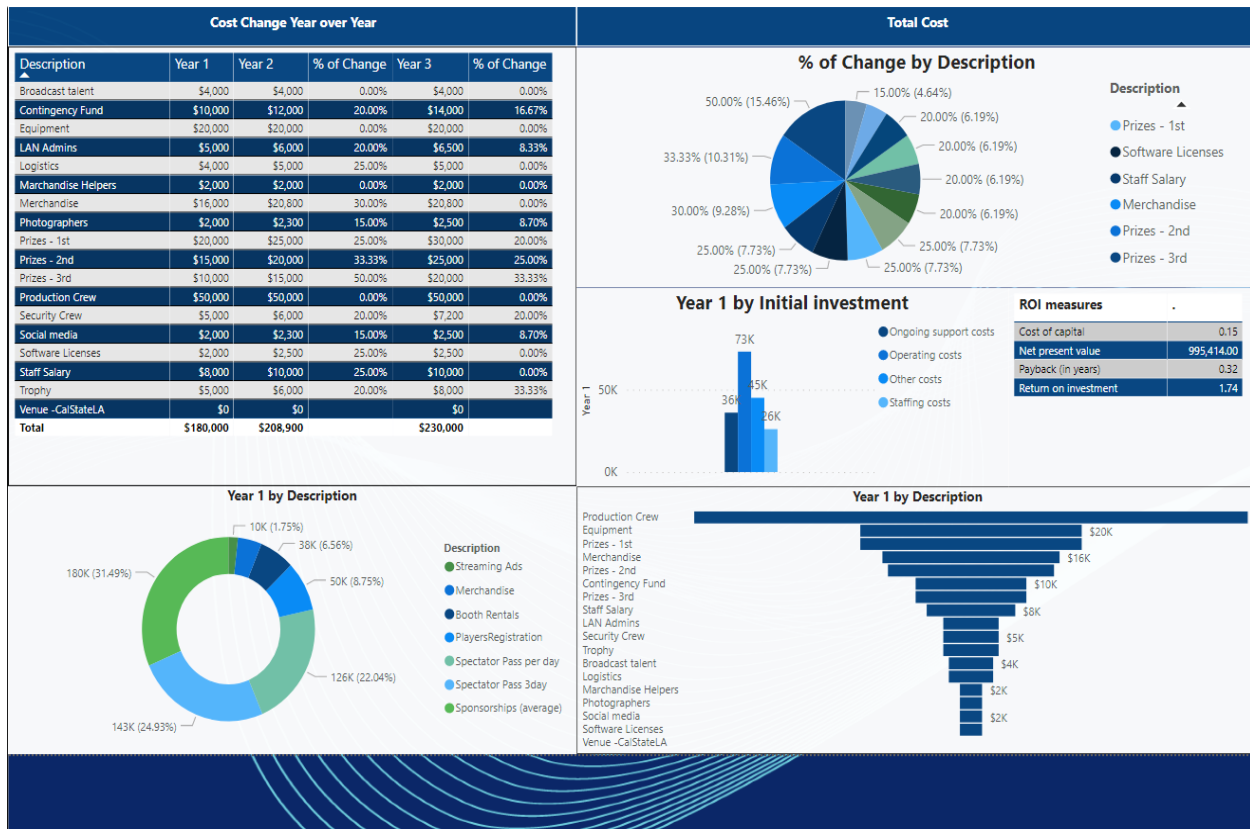
| Benefits | Year 0 | Year 1 | Year 2 | Year 3 |
|-------------------------|-------------|-----------|-----------|-----------|
| Annual benefit flow | (\$100,000) | \$144,750 | \$320,150 | \$459,885 |
| Cumulative benefit flow | (100,000) | 44,750 | 364,900 | 824,785 |

| Discounted benefit flow | Year 0 | Year 1 | Year 2 | Year 3 |
|--|-----------|-----------|-----------|-----------|
| Discounted costs | \$100,000 | \$151,304 | \$142,079 | \$127,558 |
| Discounted benefits | 0 | 277,174 | 384,159 | 429,940 |
| Total discounted benefit flow | (100,000) | 125,870 | 242,079 | 302,382 |
| Total cumulative discounted benefit flow | (100,000) | 25,870 | 267,949 | 570,331 |

| Initial investment | Year 0 | Year 1 | Year 2 | Year 3 |
|-----------------------|------------------|------------------|------------------|------------------|
| Initial investment | \$100,000 | | | |
| Operating costs | | 76,000 | 80,100 | 81,000 |
| Ongoing support costs | | 36,000 | 44,800 | 50,000 |
| Staffing costs | | 40,000 | 41,000 | 41,000 |
| Other costs | 0 | 22,000 | 22,000 | 22,000 |
| Total costs | \$100,000 | \$174,000 | \$187,900 | \$194,000 |

| ROI measures | |
|----------------------|-----------|
| Cost of capital | 15% |
| Net present value | \$570,331 |
| Return on investment | 109% |
| Payback (in years) | 0.69 |

Illustration 4: Cost & Budget Management Dashboard



6. QUALITY MANAGEMENT

Quality management is essential in this project to ensure that it has high standards since the inception phase, during project execution and after completion. The project's focus is quality planning, quality assurance, and quality control (Harbor, 2021). Quality planning mainly lies within the inception phase to set activities in an organized manner and prevent do-overs. On the other hand, quality assurance will ensure that the preset goals are achieved to maximize quality throughout the project execution. Additionally, quality control will analyze the outcome to check whether all standards are met.

While it is important to consider the three basic quality metrics, planning, assurance, and control, it is equally important to consider other factors. For instance, in this project, customer satisfaction is the number one priority. Therefore, we intend to focus on the optimum delivery of the tournaments to players around the world. This goal translates to more focus on the tournament hosting servers, the graphics quality of the games, to how interesting the games are. If the players cannot be enticed by the games, they will not engage in the tournaments, leading to project failure.

Additionally, all quality aspects must complement each other since the lack of either can lead to the failure of the other. For example, no matter how good the game graphics are made, their delivery will be unsatisfactory if the servers are prone to lagging. Therefore, all aspects must be of the maximum quality to achieve a quality outcome.

We also intend to test the games offered by CSULA against international gaming standards to ensure they are legal and publicly accepted. The goal is to avoid cancellations as has been for some renowned games including Postal 2, Ghost Recon, Manhunt 2, and Rape lay (Jensen, 2018). We understand that quality goes beyond the ease of play and excellent graphics. It also involves what is acceptable in society and the authorities. We intend to check our games through international gaming standards such as Gaming Laboratories International (GLI) to ensure the games meet all the requirements (GLI, 2022). GLI tests and reviews games according to established standards by various international jurisdictions and categorizes them as fit or unfit for public use.

7. HUMAN RESOURCES MANAGEMENT

| Role/Entity | Project sponsors | Project Directors | IT team | Tournament planning team | Customer service |
|----------------------|------------------|-------------------|---------|--------------------------|------------------|
| Fundraising | A, R | R | I | I | I |
| Registration | | | C | C | A, R |
| Publicity | C | R | R, C | C | I |
| Sponsorship | R | A, R | I | I | I |
| Tournament schedules | | I | C | A, R | C |

A: Accountable

R: Responsible

C: Consulted

I: Informed

The table indicates the roles of various stakeholders for the CSULA online games project alongside the expected contribution. A stand for accountable, R for responsible, C for consulted and I for informed. In instances with two letters, the entities involved are expected to contribute to both aspects. For instance, the IT team has a designation of R, C for publicity to mean that they are consulted for public related issues yet responsible to articulate any related public activities required for the project.

The goal is to ensure all stakeholders have a clear understanding of what is expected of them. Besides, it promotes accountabilities for all activities carried out in the project. Additionally, it divides the project tasks amongst various entities according to their capabilities and positions in the project. Student stakeholders are expected to work harmoniously with the CSULA staff members present in the project team. For instance, the IT team will be led by members from CSULA IT department, while accommodating students from the CSULA computer science department or any other related departments. In this case, the students and staff will work unanimously to oversee the successful implementation and running of the project.

8. COMMUNICATIONS MANAGEMENT

During project planning, communication carries utmost importance and significance. Frequent scheduled communication between the project team (or the organizing committee over here), the business, and internal or external stakeholders is needed during the lifecycle of the project. Contact details have been captured in this section and team members can use and refer to this document as and when required.

| Method of Communication | Description | Frequency | Form | Participants | Deliverable | Owner |
|-----------------------------|--|-----------|-------------------------------------|---|---|-----------------|
| Weekly Status Report | Project Progress Status | Weekly | In-person and Email | Project Sponsor, Organizing Committee team, IT Analyst, Stakeholders | Status Report | Project Manager |
| Weekly Project Team Meeting | Project Meeting to analyze and review the ongoing work and progress and identify any bottlenecks/ items to be resolved | Weekly | In Person, with an Email MOM Status | Organizing Committee team, IT Analyst, QA Analyst | Status Update | Project Manager |
| Project Monthly Review | Present Project status to Project Sponsor and review the work items for a sign-off | Monthly | In-Person | Project Sponsor, Organizing committee team, IT Analyst, Marketing head, QA Team | Status Report Presentation of the month | Project Manager |

| | | | | | | |
|--|--|--|--|---|--|--|
| | | | | (if applicable), Esports Influencers (if applicable) | | |
|--|--|--|--|---|--|--|

8.1 CONTACT DIRECTORY

| Name | Title | Email |
|--------------------------|--------------------------------------|--|
| Cristina Bergere | Project Sponsor | cberger2@calstatela.edu |
| Bhakti Parmar | Project Manager (PM) | bparmar3@calstatela.edu |
| Phue Thant | Marketing Head | pthant@calstatela.edu |
| Ruta Antaliya | IT Analyst (Infrastructure Engineer) | rantali@calstatela.edu |
| Prathushkumar Dathuri | IT Analyst (Cybersecurity Engineer) | pdathur@calstatela.edu |
| New Hires #1 | Chief Information Officer | |
| New Hire #2 | Chief Financial Officer | |
| New Hires #3, #4 | Quality Assurance Analyst | |
| New Hires #5, #6 | Esports Influencers | |

| | | |
|-------------|--------------|--|
| New Hire #7 | Web Designer | |
|-------------|--------------|--|

9. RISK MANAGEMENT

9.1 RISK ANALYSIS

Economic Risk

A constant change in market trends and technology can cause economic fluctuations. While organizing one such gaming event can be a totally new idea, finding the right sponsoring partners and having them agree to do business can be challenging and risky from a financial perspective. Additionally, with every term telecast or as the business grows, how could the event be made better and more interesting is a subject to be discussed and resolved by internal or external hired marketing and management professionals by setting up relevant milestones and opportunities.

Security and Fraud Risk

The organizing committee must be bound by a strict NDA (Non-disclosure Agreement) and confidentiality clauses to prevent any data leak of game participants or any University information. While the gaming event would have live streaming and the games would be played over the systems, appropriate security measures like the installation of firewalls, using VPNs to hide the IP addresses and device IDs, having systems installed with anti-malware software, establishing access control mechanisms, and applying regular patches and updates to the system are essential to prevent any fraudulent activities, hacking threats or security vulnerabilities. The streaming partners must also improve their risk detection tools to manage any potential risks.

Financial Risk

There is financial risk involved in getting sponsors who will be the streaming partners of the event such as Roku, YouTube, or Instagram. The University and the organizing committee will have to develop a strong relationship with the sponsors. Any incidence of fraud can be extremely costly for operating streaming partners and the University. Maintaining a steady relationship will be important to lower the financial risk and generate a steady cash flow. Additionally, the streaming partners can also be able to generate revenue through ads for the upcoming gaming event.

Reputation Risk

Since the gaming event is completely organized by Cal State LA and is having reputed businesses as streaming partners, any negative review or failure of following of rules or regulations while organizing the event can leave a negative impact on both the University and the sponsors.

Operational Risk

Any alteration in the scheduled gaming event due to natural disasters, pandemics, or power outages can be out of control for the University. This can have financial, economic, and reputational risks. Workarounds to reduce the severity of the risk must be developed and documented.

Competition Risk

Currently, this business plan of organizing a gaming event with live streaming is fresh and new for Cal State LA with no competitors in the market. However, there would be a scope of increasing competition with other bigger Universities trying to venture out in this field. It would be important for the University to plan a continuous improvement process with every event, evaluate the performance, and take corrective measures to improve the performance. Targeting new technology, beneficial sponsors, and making any required changes will let the University have a strong footing in this market.

Technology and Infrastructure Plan

The most important aspect of any project these days relies on the infrastructure, both – physical and technological points of view. The good aspect of this project is that both are easily available within the realms of the university. Physical infrastructure can be set up in any space where there is reliable and secure internet connectivity. With respect to devices, with no additional money spent, existing computer devices in the labs can be used for the competition. Since this competition will require players to play against each other, LAN will need to be set up between devices. All the devices require a secure VPN connection to a server where the candidate can log in and enter the competition. This will require a stable server setup, which can be set up on any existing university server. All the machines will also run continuous patches and updates to keep all the systems running properly and without interruptions produced by new threats. High-definition CCTV cameras will be installed for live streaming.

A risk assessment is a key step to ensure that the organization's security group focuses on the administrative and technical controls to deduct and prevent security incidents and any kind of cheating. Risk management will help us to understand the gap that exists between the security environment and analyze which gaps are more likely to impact the organization. (Such as data theft, ransomware, or cheating).

9.2 RISK ASSESSMENT

The following section describes the risk assessment performed for the project. An effective risk assessment can help reduce the likelihood of work-related accidents/mishaps while also raising awareness about hazards and the risks they pose. The risk assessment can be used to help employers identify options to minimize risks. Stakeholders will use this section to understand the areas of expected risk better. The "One Minute Risk Assessment" (Tiwana) tool was used to perform the risk assessment. It uses a 10-point scale system where the higher the point, the more alignment and lowers the risk.

| | | | | | |
|---------------------------|--------|-----------------|--------|----------------|--------|
| Overall risk score | 28-Oct | 29-46 | 47-64 | 65-82 | 83-100 |
| Project risk level | High | Moderately High | Medium | Moderately Low | Low |

| Project Characteristic Question | Rating | X | Weight | = | Score |
|--|---------------|----------|---------------|----------|--------------------|
| Fit between chosen methodology and type of Project | 5 | X | 3 | = | 15 |
| Level of customer involvement | 4 | x | 1.9 | = | 7.6 |
| Use of formal project management techniques | 8 | x | 1.7 | = | 13.6 |
| Similarity to previous projects | 5 | x | 1.5 | = | 7.5 |
| Project Simplicity | 4 | x | 1.5 | = | 6 |
| Stability of project requirements | 7 | x | 0.8 | = | 5.6 |
| Overall Project Risk Score | | | | | <u>55.3</u> |
| | | | | | |

Fit between chosen methodology and type of project

The methodology that would be chosen would be a traditional Waterfall model for the esports event organizing. It would be a linear approach with a sequential plan to satisfy the requirements identified during the project planning phase.

A weight of “5” was given considering the sub-optimal nature of the methodology chosen.

Level of Customer Involvement

The level of customer involvement will be relatively less. The target audience will be students from different universities; however, their age group will vary from the range 18 to 45. The initial test runs will have a group of students hired from Cal State LA either through voluntary participation or through a known network. However, they will be only there to perform stress and performance/regression testing and will not be involved during the event organizing or setting up phases for the Cal State LA e-sports tournament.

Since the customer (here students in our case) are only involved during the testing phase, a weight of “4” was given for this factor.

Use of formal Project Management techniques

A formal project management technique will be in place to decide upon the schedule, milestones, timelines, and resources. A business plan will be created first to identify the best among the alternatives and a project plan will be prepared which would include the WBS for listing down different activities involved in planning and organizing the E-sports event, capacity and technology management for the event venue, sponsor research, shortlisting and finalizing, marketing the event and hosting the event. This would allow the organizing team at Cal State LA to work in a collaborative manner with well-defined goals and higher efficiency.

Since there would be better control of financial, physical, and human resources through a formal technique, a weight of “8” has been assigned for this factor.

Similarity to previous projects

Esports tournaments have become very popular lately and are making a digital splash in the event industry. It is engaging and entertaining for not only the participants but also for the spectators. Projects to host such events have been implemented worldwide, however, there are no active schools or universities implementing it currently. The event of hosting Esports, right from planning a successfully organizing and implementing it at Cal State LA can be a flag bearer for many other universities, however the project seems to be lacking maturity.

Due to the above reason, a weight of “5” was assigned to this factor considering there would be implementation models and the lessons learned that could be extracted and studied from the worldwide projects, but nothing at the university level.

Project Simplicity

The project of hosting an event to this scale will help boost up Cal State LA’s revenue, however it will be slightly complex to implement a pilot project considering something like this hasn’t been done in the past and will require to figure out on the right expertise to make it a success. The complexity of managing it for the first time from the inception, conceptualization till the

implementation phase will be above average and hence a weight of “4” has been allocated to this factor.

Stability of Project Requirements

The project requirements for one hosting Esports at Cal State LA will be decided based on the frequency of the event (for e.g. every term/semester) and the number of event days (from single to multiple). However, the most important requirements would include choosing the venue (within Cal State LA) based upon the expected attendance, parking facilities, necessary licenses to use the different games for the Esports tournaments, gamer-ready technology, and support (robust power system, any A/V devices, headphones, computers with upgraded RAM), digital leaderboards or massive LED screens, high-speed Internet broadband connection, tech-savvy staff (either students or through external consultants), food and beverages, security clearance check equipment, a band or DJ for background music and play breaks, retail sales area for buying the gaming or esports related merchandise and high-speed video cameras.

Considering that most of the above-listed requirements wouldn't change much with time a weight of “7” is assigned to this factor.

Conclusion

The overall risk assessment score for the Esports hosting tournament is 55.3

The project is medium risk. However, the rapid growth observed in Esports makes the project of hosting an event like this potentially profitable. It would also include the major benefit of traditional sports – camaraderie. It would motivate the students to return to campuses, be a part of the challenge and competition, and bond over a shared interest.

9.3 RISK RESPONSE PLAN

| Risks and Planned Response | | | | | |
|-----------------------------------|-------------------------|----------------------------|-----------------------|--|---|
| # | Risk Description | Probability (H/M/L) | Impact (H/M/L) | Planned Response | Outcomes |
| 1. | Economic Risk | Medium | High | Organizing committee, technical specialists, and subject matter experts in the meetings with finance and IT departments | Adhere to the latest technological trends in the market, mitigate the costs and keep the project under a decided budget |
| 2. | Security and Fraud Risk | High | High | Cyber Security experts along with the IT team must implement strict security protocols for gaming rules and participants' information, VPN, and firewalls, and have authentication and authorization in place for password encryption and breach control | Mitigation of any cyber security threats in esports |
| 3. | Operational Cost | Medium | Medium | The IT team and Backup and Recovery team must implement efficient Disaster Recovery procedures | Appropriate failover and failback procedures for efficient DR and B&R procedures |

| | | | | | |
|----|------------------------------------|--------|--------|---|--|
| 4. | Participation and Registration | Medium | High | The marketing team must implement strong strategies to identify the audience, find the right channels, partner with the influencers, and focus on content marketing | Close to or above 95% participation as per the expected participation figures. |
| 5. | Project Scope Not Defined properly | Low | High | Regular meetings between the Cal State LA business and the organizing committee and any contractual SMEs (if in place) to understand the requirements properly | Acquire appropriate expertise to consult and guide on the project scope |
| 6. | Project Scope evolves | Medium | High | The business and the organizing committee will have to ensure that the initial project scope defined meets its goals for the successful organizing of the Esports event | Scope creep can cause additional revenues, wasting of resources, missing deadlines and thereby reducing the success of the project |
| 7. | Project does not follow timeline | Medium | Medium | Training the resources, hiring some expertise, and an adequate number of resources are required to ensure project | Project completion in accordance with the timeline |

| | | | | | |
|----|-------------------------|--------|--------|---|--|
| | | | | completion within a given timeline | |
| 8. | Procurement of vendors | Medium | Medium | Solicit an adequate number of prospective vendors (if any) for any technical assistance (such as renting CCTVs, contracting SMEs, contracting any external consultants or experts in the field of Esports) | Appropriate selection of vendors/contractors will higher the chances of project success |
| 9. | User Acceptance Failure | High | High | The organizing committee must have a clear definition of game rules, appropriate testing of live streaming performed, employ intuitive and user-friendly technology, and perform technical quality checks of the devices to ensure a seamless | Well-defined and easy-to-understand game rules manual and known popular gaming technology along with quality management standards will ensure the success of the project and user acceptance |

| | | | | | |
|-----|--|------|------|---|---|
| | | | | experience for the users | |
| 10. | Project team issues and challenges | High | High | The organizing committee, business, and external experts/consu ltants (if any) must conduct frequent weekly meetings to ensure proper communicati on is in place and everyone directly or indirectly involved in organizing the Esports tournament are well aligned | Proper communication and collaboration will help identify potential issues at an early stage of the project and these could be resolved on time before they cascade into major risks to the project |

10. ISSUE MANAGEMENT

Issue management can be mistakenly understood as risk management. To clearly differentiate these terms, risk management deals with uncertainty or potential economic losses, while issue management deals with identifying and addressing issues over the course of a project or within the organization. The goal is to build an effective program that can produce operational cost savings and gain financial benefits.

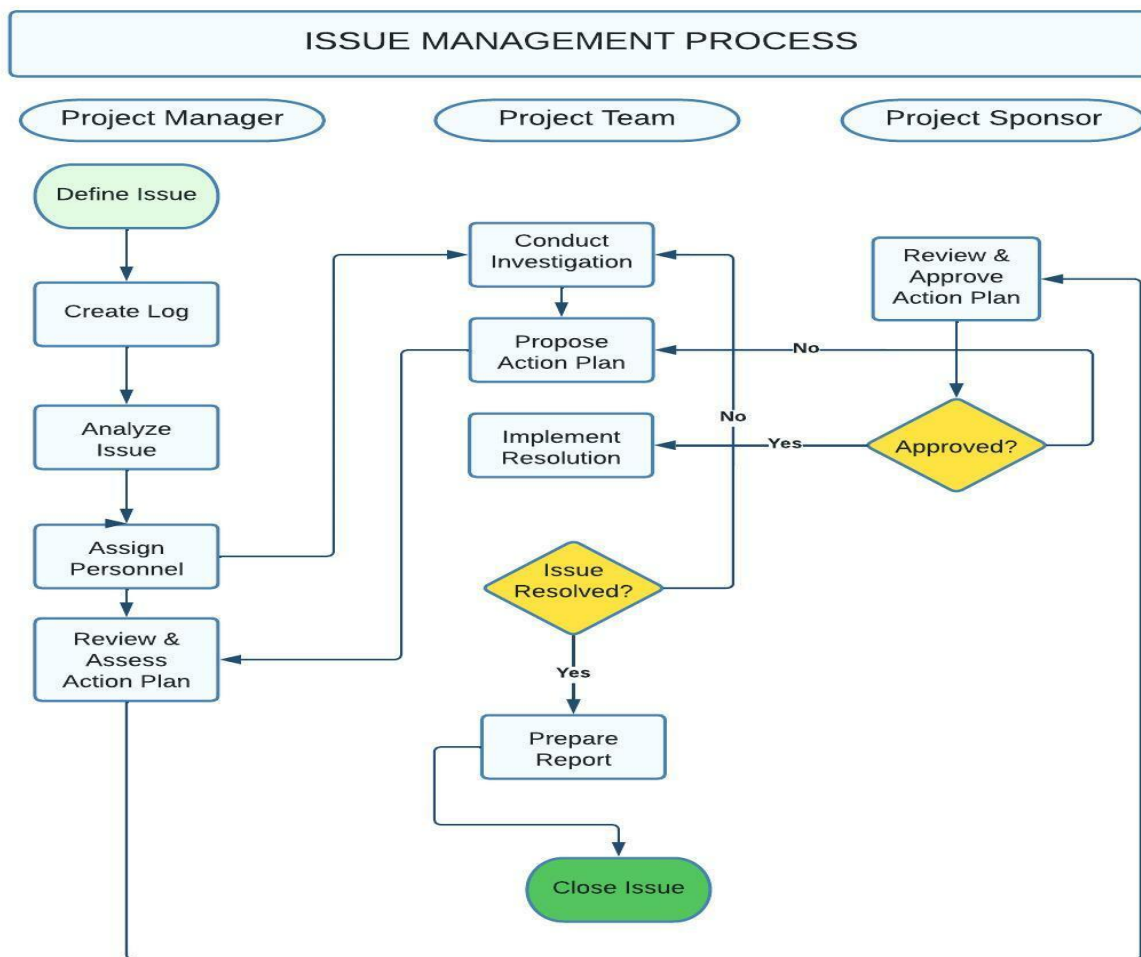
In this E-sports propjet management, the most common types of issues that stakeholders could be experiencing are technical difficulties, supplier and merchant issues, communication gaps or language barriers, conflict with the sponsors, denial of licenses, additional resources to run the event, and team members lacking the needed customer service skills.

To have clear directions, a good issue management framework must be created. It is developed before the project begins and used this framework when tackling issues that arise. Moreover, proper roles and responsibilities among key members are identified so that the right personnel are

involved in accurately assessing and remediating realized risks. Here are the steps critical to follow in managing issues in the E-Sports project.

1. Identifying and defining the issue
2. Analyze the issue
3. Plan Issue Response
4. Take Corrective Action
5. Track Progress
6. Close the Issue

Figure 1: IMP Flow Chart



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Appendix #1

WORK BREAKDOWN STRUCTURE (WBS)



Appendix # 2

Work Breakdown Structure(WBS)

| ID | Task Mode | Task Name | Duration | Start | Finish | Predecessor | Resource Names |
|----|-----------|---|-----------------|--------------------|--------------------|-------------|--|
| 0 | | CSULA Online Game Tournament Event | 149 days | Mon 8/15/22 | Thu 3/9/23 | | |
| 1 | | Planning of the Event | 22 days | Mon 8/15/22 | Tue 9/13/22 | | |
| 2 | | Defining goal and objective | 4 hrs | Mon 8/15/22 | Mon 8/15/22 | | Organizing Committee |
| 3 | | Determining Event Date | 1 day | Mon 8/15/22 | Tue 8/16/22 | 2 | Organizing Committee |
| 4 | | Determining a Dry-run Date | 0.5 day | Tue 8/16/22 | Tue 8/16/22 | 3 | Project Manager,Project Sponsor |
| 5 | | Determining Event Budget | 1.33 hr | Wed 8/17/22 | Wed 8/17/22 | 4 | Project Manager,CFO,Project Sponsor |
| 6 | | Finalizing the Event Budget and getting a formal approval | 0.67 days | Wed 8/17/22 | Wed 8/17/22 | 5 | CFO,Project Sponsor,Organizing Committee |
| 7 | | Determining the event organizing resources from different departments (including Faculty, Staff and Students) | 2 days | Fri 8/19/22 | Mon 8/22/22 | 6 | Organizing Committee |
| 8 | | Deciding upon a Registration start and end date | 1.5 hrs | Tue 8/23/22 | Tue 8/23/22 | 7 | Project Manager,Organizing Committee |
| 9 | | Estimating No of Guests | 1.1 day | Wed 8/24/22 | Thu 8/25/22 | 8 | Organizing Committee |
| 10 | | Preparing & Submitting Event Proposal | 3 days | Thu 8/25/22 | Tue 8/30/22 | 9 | Project Manager |
| 11 | | Proposal Approved | 2 days | Tue 8/30/22 | Thu 9/1/22 | 10 | Organizing Committee |
| 12 | | Decide Gaming Criteria | 6 hrs | Thu 9/1/22 | Thu 9/1/22 | 11 | Event Manager |
| 13 | | Reaching out to potential Sponsors | 8 days | Fri 9/2/22 | Tue 9/13/22 | | |
| 14 | | Searching for Sponsors | 1 day | Fri 9/2/22 | Fri 9/2/22 | | CIO |
| 15 | | Approaching in a formal way | 2 days | Fri 9/2/22 | Mon 9/5/22 | | CIO |
| 16 | | Following up to sponsors until deadline | 3 days | Tue 9/6/22 | Thu 9/8/22 | 15 | Organizing Committee |
| 17 | | Finalizing the sponsors | 1 day | Fri 9/9/22 | Fri 9/9/22 | 16 | Information Manager |
| 18 | | Reviewing Guests List | 2 days | Mon 9/12/22 | Tue 9/13/22 | 17 | Organizing Committee |
| 19 | | Planning Complete | 0 days | Tue 9/13/22 | Tue 9/13/22 | 18 | Event Manager |
| 20 | | Logistics for the event management | 37 days | Tue 9/13/22 | Wed 11/2/22 | | |
| 21 | | Checking availability of required software | 5 days | Wed 9/14/22 | Tue 9/20/22 | 19 | IT Analyst |
| 22 | | Purchasing/Renting high speed video cameras | 3 days | Wed 9/21/22 | Fri 9/23/22 | 21 | Event Manager |
| 23 | | Purchasing gamer-ready technology such as A/V devices and headphones | 2 days | Mon 9/26/22 | Tue 9/27/22 | 22 | Event Manager |
| 24 | | Purchasing digital leaderboards or massive LED screens | 8 hrs | Wed 9/28/22 | Wed 9/28/22 | 23 | Event Manager |
| 25 | | Shipping everything to event venue | 3 days | Thu 9/29/22 | Mon 10/3/22 | 24 | Manager |
| 26 | | Hiring a tech-savvy staff (either students voluntarily or through | 10 days | Tue 10/4/22 | Mon 10/17/22 | 25 | Human Resource Management |
| 27 | | Acquiring a License for gaming software | 1 day | Tue 10/18/22 | Tue 10/18/22 | 26 | IT Analyst,Project Manager |
| 28 | | Installation of gaming software | 3 days | Wed 10/19/22 | Fri 10/21/22 | 27 | Software Installer |
| 29 | | Verifying if electrical power backup mechanisms are available | 2 days | Mon 10/24/22 | Tue 10/25/22 | 28 | Infrastructure Engineer |
| 30 | | Purchasing and installing electrical power backup mechanisms if | 2 days | Wed 10/26/22 | Thu 10/27/22 | 29 | Infrastructure Engineer |
| 31 | | Checking Internet Connectivity | 1 day | Fri 10/28/22 | Fri 10/28/22 | 30 | Network Administrator |
| 32 | | Installing CCTV Cameras | 2 days | Mon 10/31/22 | Tue 11/1/22 | 31 | Network Administrator |
| 33 | | Analysis Complete | 0 days | Tue 11/1/22 | Tue 11/1/22 | 32 | |

| ID | Task Mode | Task Name | Duration | Start | Finish | Predecessor | Resource Names |
|----|-----------|---|------------------|---------------------|---------------------|-------------|---|
| 34 | | Venue finalization and miscellaneous arrangements | 14 days | Wed 11/2/22 | Mon 11/21/22 | | |
| 35 | | Booking a University Hall | 2 days | Wed 11/2/22 | Thu 11/3/22 | 33 | Organizing Committee |
| 36 | | Planning a map for the event | 5 days | Fri 11/4/22 | Thu 11/10/22 | 35 | Event Manager |
| 37 | | Planning to reserve the Parking structures available in the University | 4 days | Fri 11/11/22 | Wed 11/16/22 | 36 | Event Manager |
| 38 | | Carnival style food offering such as Popcorn, Pretzels, and cotton Candy | 2 days | Thu 11/17/22 | Fri 11/18/22 | 37 | Organizing Committee |
| 39 | | A DJ for background music during the event | 1 day | Mon 11/21/22 | Mon 11/21/22 | 38 | Organizing Committee |
| 40 | | Arrangement Complete | 0 days | Mon 11/21/22 | Mon 11/21/22 | 39 | |
| 41 | | Beginning a Registration Process | 20.5 days | Tue 11/22/22 | Tue 12/20/22 | | |
| 42 | | Creating a registration webpage | 5 days | Tue 11/22/22 | Mon 11/28/22 | 40 | IT Analyst |
| 43 | | Launching Webpage on the Cal State LA Website through the Graduate Studies | 1 day | Tue 11/29/22 | Tue 11/29/22 | 42 | IT Analyst |
| 44 | | Setting up deadline for Registration and RSVP process | 2 days | Wed 11/30/22 | Thu 12/1/22 | 43 | IT Analyst |
| 45 | | Sending Invitation to Sponsors and guests | 10 days | Fri 12/2/22 | Thu 12/15/22 | 44 | Event Manager |
| 46 | | Calculating the total student registrations for final attendance | 2.5 days | Fri 12/16/22 | Tue 12/20/22 | 45 | Project Manager,Organizing Committee |
| 47 | | Development Webpage complete | 0 days | Tue 12/20/22 | Tue 12/20/22 | 46 | |
| 48 | | Targeting Marketing Channels and creating marketing material | 29 days | Thu 12/22/22 | Tue 1/31/23 | | |
| 49 | | Preparing a marketing strategy | 10 days | Thu 12/22/22 | Wed 1/4/23 | 47 | Marketing Head |
| 50 | | Sending out a formal proposal and invitation | 10 days | Thu 1/5/23 | Wed 1/18/23 | 49 | Organizing Committee |
| 51 | | Creating Social Media Posts on Instagram, Facebook, and Twitter | 3 days | Thu 1/19/23 | Mon 1/23/23 | 50 | IT Analyst |
| 52 | | Scheduling Social Media Posts on Instagram, Facebook, and Twitter | 0.5 days | Tue 1/24/23 | Tue 1/24/23 | 51 | Marketing Head,Esports Influencer |
| 53 | | Creating a customized banners and posters | 4 days | Thu 1/26/23 | Tue 1/31/23 | 52 | Web Designer |
| 54 | | Marketing Complete | 0 days | Tue 1/31/23 | Tue 1/31/23 | 53 | |
| 55 | | Event Day Pre-preparations / Technicalities testing | 14 days | Tue 1/31/23 | Fri 2/17/23 | | |
| 56 | | Identifying voluntary students or members from the organizing | 2 days | Wed 2/1/23 | Thu 2/2/23 | 54 | Trainers,Project Manager |
| 57 | | Performing a dry run/stress testing of the gaming with a bunch of voluntary | 2 days | Fri 2/3/23 | Mon 2/6/23 | 56 | Trainers |
| 58 | | Listing down any potential errors/issues | 2 days | Tue 2/7/23 | Wed 2/8/23 | 57 | Quality Assurance Analyst |
| 59 | | Assigning the concerned technical staff to resolve the issues | 1 wk | Thu 2/9/23 | Wed 2/15/23 | 58 | Project Manager |
| 60 | | Organizing the double elimination round | 2 days | Thu 2/16/23 | Fri 2/17/23 | 59 | Event Manager,Organizing Committee |
| 61 | | Testing complete | 0 days | Fri 2/17/23 | Fri 2/17/23 | 60 | |
| 62 | | Event Day Preparations | 1 day | Tue 2/21/23 | Tue 2/21/23 | | |
| 63 | | Sending Tournament Reminders through email and text messages | 0.5 hrs | Tue 2/21/23 | Tue 2/21/23 | 59 | Event Manager,Organizing Committee |
| 64 | | Arranging Admin support | 2 hrs | Tue 2/21/23 | Tue 2/21/23 | 63,45FS-5 | Administrator Division |
| 65 | | Checking Security setup | 2 hrs | Tue 2/21/23 | Tue 2/21/23 | 64 | Security Manager |
| 66 | | Verifying number of participants in the tournament | 1 hr | Tue 2/21/23 | Tue 2/21/23 | 65 | Event Management Staff |
| 67 | | Broadcasting the tournament rules to the participants and the audience | 0.5 hrs | Tue 2/21/23 | Tue 2/21/23 | 66 | Project Manager,Organizing Committee |
| 68 | | Setting up a begin and end time for the live Streaming on YouTube and Social Media Platforms as per the agreement | 2 hrs | Tue 2/21/23 | Tue 2/21/23 | 67 | Administrator Division |
| 69 | | Event complete | 0 days | Tue 2/21/23 | Tue 2/21/23 | 66 | |
| 70 | | Post Event tasks | 12 days | Wed 2/22/23 | Thu 3/9/23 | | |
| 71 | | Sending out thank you messages/emails for Participants | 2 days | Wed 2/22/23 | Thu 2/23/23 | 68 | Organizing Committee |
| 72 | | Distributing the winning price amount to students. | 2 days | Fri 2/24/23 | Mon 2/27/23 | 71 | Organizing Committee |
| 73 | | Arranging an Event retrospective meeting | 5 hrs | Tue 2/28/23 | Tue 2/28/23 | 72 | Infrastructure Engineer,IT Analyst,Organizing Committee |
| 74 | | Performing a Budget Review | 4 days | Tue 2/28/23 | Mon 3/6/23 | 73 | Project Manager,CFO,Project Sponsor |
| 75 | | Preparing a Final Report of the event | 3 days | Mon 3/6/23 | Thu 3/9/23 | 74 | Project Manager |
| 76 | | Post Task complete | 0 days | Thu 3/9/23 | Thu 3/9/23 | 75 | |

Gantt Chart on Right side Associated with WBS

