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                       Operation Overlord
         (Hey, why don't we put a trip to Europe in the budget?)


Scenario I -- C64 + Amiga, HyperCrunch mode
Scenario II -- C64 only, HyperCrunch mode
Scenario III -- C64 + Amiga, SemiCrunch mode
Scenario IV -- C64 only, SemiCrunch mode


HyperCrunch mode milestone schedule: (Scenarios I & II)
  1-October-1985        project start
  15-March-1986         beta test release
  1-June-1986           public release


SemiCrunch mode milestone schedule: (Scenarios III & IV)
  1-October-1985        project start
  1-June-1986           beta test release
  1-August-1986         public release


HyperCrunch mode staffing:
  1) Architect/choreographer/project manager (1-Oct-85 to 31-Aug-86)
        (11 mmm.)
  2) Commodore 64 graphics programmer (15-Oct-85 to 30-Jun-86)
        (8.5 mmm.)
  2a) Amiga graphics programmer (15-Oct-85 to 30-Jun-86)
        (8.5 mmm.)
  3) Commodore 64 internal simulation programmer (15-Oct-85 to 30-Jun-86)
        (8.5 mmm.)
  3a) Amiga internal simulation programmer (15-Oct-85 to 30-Jun-86)
        (8.5 mmm.)
  4) World/object designer/illustrator (1-Nov-85 to 30-Jun-86)
        (8 mmm.)
  5) World database coder/communications programmer/system integrator
                                          (1-Dec-85 to 31-Jul-86)
        (8 mmm.)
  6) Host database programmer (Q-Link person) (1-Nov-85 to 31-Jul-86)
        (0 mmm. -- not ours)


Total: w/ Amiga: 61 mmm.  w/o Amiga: 44 mmm.


SemiCrunch mode staffing:
  1) Architect/choreographer/project manager (1-Oct-85 to 30-Oct-86)
        (13 mmm.)
  2) Commodore 64 (*) programmer #1 (15-Oct-85 to 31-Aug-86)
        (10.5 mmm.)
  2a) Amiga (*) programmer #1 (15-Oct-85 to 31-Aug-86)
        (10.5 mmm.)
  3) Commodore 64 (*) programmer #2 (15-Nov-85 to 31-Aug-86)
        (9.5 mmm.)
  3a) Amiga programmer (*) #2 (15-Nov-85 to 31-Aug-86)
        (9.5 mmm.)
  4) Artist/object designer (1-Jan-86 to 31-Aug-86) (1/2 time)
        (4 mmm.)
  5) Host database programmer (Q-Link person) (1-Nov-85 to 30-Sep-86)
        (0 mmm. -- not ours)


(*) Programmers in SemiCrunch mode must be more sophisticated because they
will be programming the objects for the world in addition to programming their
respective machines (i.e., C64 or Amiga).


Total: w/ Amiga: 57 mmm.  w/o Amiga: 37 mmm.
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These staffing estimates do not take into account possible overlap with the Labyrinth project. In all likelihood that will not significantly improve the staffing requirements but merely give the MicroCosm staff more breathing space for populating the world with objects.