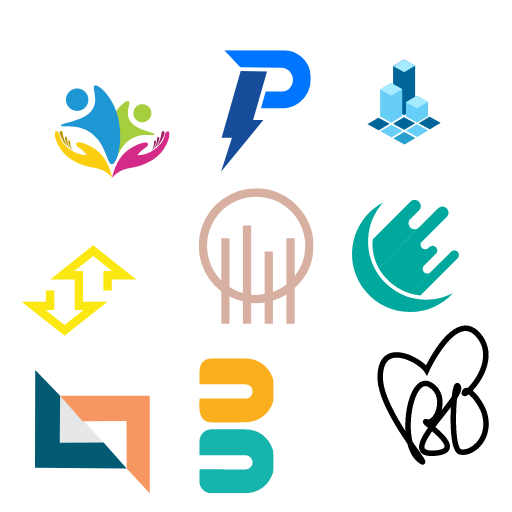
The HAL Company





**The Indigo Project**

Date: 19th January 2024

To: Armand Harmon (C.E.O)

CC: Michele Lenox (C.P.O)

From: Christian Spalluto, William Salhany, Randolph Svitzer (Project Managers)

Based on the Project Priority Matrix the Indigo project has created, everything looks like it will run smoothly. With time being enhanced we might have a deadline, but we will encourage the team to finish up early. We also have scope constrained due to us wanting to spend that extra time creating something that is durable and good looking to use in the X-Games soon. Lastly, we have the cost constraint being accepted because we want to achieve the other elements of performance and time. The project is estimated to be completed by July 30th, 2026. The entire duration of the project is 394 days. There are 176 non-working days including Weekends and Holidays. Table of Critical Activities are as shown below:

|  |  |
| --- | --- |
| 1 | Indigo Development |
| 2 | Research and Development |
| 3 | Market analysis |
| 4 | Product design |
| 6 | Product design selection |
| 8 | Product Testing |
| 11 | Detailed product design |
| 12 | Test prototype |
| 13 | Finalized product design |
| 15 | Product Execution |
| 17 | Order production equipment |
| 18 | Install production equipment |
| 19 | Closing celebration |

Research and Development Complete has the most amount of Slack at 307.5 or 308 Days. The project itself is very sensitive due to most of the tasks that are on the critical path. Seeing that more than 70% of tasks are on the critical path it is very sensitive. The two milestones we have chosen for this project will be Research and Development Complete, and Product Testing Complete.