

Project Nautilus: Project Status Overview

AREA	SUMMARY
Budget	Unallocated \$142,282 budget of \$611,520
Technology	Leaderboards not yet developed
People	5 of 5 hired employees are still alive and working / on track
Schedule	Required features/systems are 4 weeks and 3 days behind schedule
Logistics	In-studio / on track

What & Why

AREA	ASK	JUSTIFICATION	IMPACT
Budget	None	We still have \$142,282 of unallocated budget remaining	N/A
Technology	Cut optional Leaderboards	Demonstrated to be of low priority as of Development and Quality Directors Report	Ensures other features are able to be properly implemented and tested
People	Hire 1x contract general programmer	Regain ground on implementing features, relieve work load on team	Ease load on team due to delays from playtesting
Schedule	Remove planned demo events	4 weeks and 3 days behind schedule and do not want to show incomplete game that may hurt sales	Allows for more time for the full team to work on the game project
Logistics	Additional workspace for contract general programmer	Currently our space is for 5 people, but bringing a contract worker will require more workspace	The team can connect with the contract worker and bring them up to speed and aids in communication

Mitigation Plan

AREA	ASK	IMPROVES
Budget	None	N/A
Technology	Cut optional Leaderboards	Required systems development time and ensures that they are properly tested before launch
People	Hire 1x contract general programmer	Team morale by reducing the current feature load on the team and avoids crunch
Schedule	Remove planned demo events	Team morale by avoiding crunch before demo event and allows for the full team to continue to work on the game without time loss
Logistics	Additional workspace for contract general programmer	Team morale and communication between new contract worker and the rest of the team as a whole.