

		Name	Duration	Start	Finish	Predecessors	Resource Names	Oct 2024							Nov 2024				Dec 2024						
								08	15	22	29	06	13	20	27	03	10	17	24	01	08	15	22		
1		0.0 Eidolon’s Veil	365 days?	11/1/24 8:00 AM	3/26/26 5:00 PM																				
2		1.0 Pre-production	122 days	11/1/24 8:00 AM	4/21/25 5:00 PM																				
3		1.1 Concept Development	51 days	11/1/24 8:00 AM	1/10/25 5:00 PM																				
4		1.1.1 Game Concept Design	14 days	11/1/24 8:00 AM	11/20/24 5:00 PM																				
5		1.1.2 Creative Storylines Design	14 days	11/21/24 8:00 AM	12/10/24 5:00 PM	4																			
6		1.1.3 Gameplay Elements	9 days	12/11/24 8:00 AM	12/23/24 5:00 PM	5																			
7		1.1.4 Level Design	14 days	12/24/24 8:00 AM	1/10/25 5:00 PM	6																			
8		1.2 Art & Graphic Design	27 days	1/13/25 8:00 AM	2/18/25 5:00 PM																				
9		1.2.1 Hand-painted Landscape Design	6 days	1/13/25 8:00 AM	1/20/25 5:00 PM	7																			
10		1.2.2 Character Sketchers and Design	6 days	1/21/25 8:00 AM	1/28/25 5:00 PM	9																			
11		1.2.3 Colour Saturation Design	5 days	1/29/25 8:00 AM	2/4/25 5:00 PM	10																			
12		1.2.4 Light and Shadow Motion Design	5 days	2/5/25 8:00 AM	2/11/25 5:00 PM	11																			
13		1.2.5 Game Visual Effect	5 days	2/12/25 8:00 AM	2/18/25 5:00 PM	12																			
14		1.2.6 User Interface (UI) Design	3 days	1/13/25 8:00 AM	1/15/25 5:00 PM	7																			
15		1.3 Gameplay Mechanics Design	28 days	2/19/25 8:00 AM	3/28/25 5:00 PM																				
16		1.3.1 Form Transformation Mechanics	7 days	2/19/25 8:00 AM	2/27/25 5:00 PM	13																			
17		1.3.2 Puzzle Solving Design and Mecha...	7 days	2/28/25 8:00 AM	3/10/25 5:00 PM	16																			
18		1.3.3 Characters Manipulation Logic	7 days	3/11/25 8:00 AM	3/19/25 5:00 PM	17																			
19		1.3.4 Evolving World’s Mechanics	7 days	3/20/25 8:00 AM	3/28/25 5:00 PM	18																			
20		1.4 CyberSecurity Design	6 days	3/31/25 8:00 AM	4/7/25 5:00 PM																				
21		1.4.1 Cryptography Algorithms Selection	3 days	3/31/25 8:00 AM	4/2/25 5:00 PM	19																			
22		1.4.2 Secure Database Selection	3 days	4/3/25 8:00 AM	4/7/25 5:00 PM	21																			
23		1.5 Requirement Specifications	10 days	4/8/25 8:00 AM	4/21/25 5:00 PM																				
24		1.5.1 Functional Requirements	5 days	4/8/25 8:00 AM	4/14/25 5:00 PM	22																			
25		1.5.2 Non-functional Requirements	5 days	4/15/25 8:00 AM	4/21/25 5:00 PM	24																			
26		Completion of Pre-production	0 days	4/21/25 5:00 PM	4/21/25 5:00 PM	25																			
27		2.0 Production	193 days?	4/22/25 8:00 AM	1/15/26 5:00 PM																				
28		2.1 Game Asset Creation	30 days	4/22/25 8:00 AM	6/2/25 5:00 PM																				
29		2.1.1 Environment Creation	30 days	4/22/25 8:00 AM	6/2/25 5:00 PM	25																			
30		2.1.2 Background Music and Sound Eff...	30 days	4/22/25 8:00 AM	6/2/25 5:00 PM	25																			
31		2.2 Backend Development	51 days	4/22/25 8:00 AM	7/1/25 5:00 PM																				
32		2.2.1 Database Implementation	21 days	4/22/25 8:00 AM	5/20/25 5:00 PM	25																			
33		2.2.2 Backend API Implementation	30 days	5/21/25 8:00 AM	7/1/25 5:00 PM	32																			
34		2.3 Game Software Programming	163 days	6/3/25 8:00 AM	1/15/26 5:00 PM																				
35		2.3.1 Core Gameplay Programming	63 days	6/3/25 8:00 AM	8/28/25 5:00 PM																				
36		2.3.1.1 Form Transformation Logic	21 days	6/3/25 8:00 AM	7/1/25 5:00 PM	29																			
37		2.3.1.2 Puzzle Solving Logic	21 days	7/2/25 8:00 AM	7/30/25 5:00 PM	36																			
38		2.3.1.3 Game Character Movement L...	21 days	7/31/25 8:00 AM	8/28/25 5:00 PM	37																			
39		2.3.2 Storyline and Thematic Prog...	30 days	8/29/25 8:00 AM	10/9/25 5:00 PM																				
40		2.3.2.1 Love Theme	10 days	8/29/25 8:00 AM	9/11/25 5:00 PM	38																			
41		2.3.2.2 Loss Theme	10 days	9/12/25 8:00 AM	9/25/25 5:00 PM	40																			
42		2.3.2.3 Mystery Theme	10 days	9/26/25 8:00 AM	10/9/25 5:00 PM	41																			
43		2.3.3 Environment Programming	60 days	10/10/25 8:00 AM	1/1/26 5:00 PM																				
44		2.3.3.1 World Shifting Logic	30 days	10/10/25 8:00 AM	11/20/25 5:00 PM	42																			
45		2.3.3.2 Light and Shadow Manipulati...	30 days	11/21/25 8:00 AM	1/1/26 5:00 PM	44																			
46		2.3.4 UI/UX Programming	10 days	1/2/26 8:00 AM	1/15/26 5:00 PM																				
47		2.3.4.1 Game Menu and Settings	5 days	1/2/26 8:00 AM	1/8/26 5:00 PM	45																			
48		2.3.4.2 In-game User Interface	5 days	1/9/26 8:00 AM	1/15/26 5:00 PM	47																			
49		2.4 CyberSecurity Implementation	193 days?	4/22/25 8:00 AM	1/15/26 5:00 PM																				
50		2.4.1 Cryptographic Algorithm Impleme...	21 days?	4/22/25 8:00 AM	5/20/25 5:00 PM	25																			
51		Completed Production	0 days	1/15/26 5:00 PM	1/15/26 5:00 PM	48																			

Eidolon's Veil - page1

2025				Jan 2026				Feb 2026				Mar 2026				Apr 2026				
07	14	21	28	04	11	18	25	01	08	15	22	01	08	15	22	29	05	12	19	26



