ı	Deliverable	January	February	March	April	May	June	July	August	September	October	November	December
Design	Sound Design												
	Gameplay												
	Level Design												
	UI												
	World Design												
	Narrative												
Programming	Engine Development												
	Automated Testing												
	Documentation												
Promotion	Advertisements												
	Events												
	Interviews												
	Distribution												
	Influencers												
Testing	Playtesting												
	Debugging												
	Improving Performance												
	Compatibility												
Legal	Copyright												
	Licensing												
	Terms and Conditions												
	Contracts												