Project Work Breakdown structure and Project Schedule Management

WBS

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| Task Name | Duration (weeks) |
| 1. Pre-Production |  |
| 1.1 Game design document | 2 |
| 1.2 Game thematic ambience design | 1 |
| 1.3 Art style design | 1 |
| 1.4 Character concept design | 2 |
| 1.5 Gameplay/combat system design | 4 |
| 1.6 Server infrastructure design |  |
| 1. Production |  |
| 2.1 Map terrain development/design |  |
| 2.1.1 Visual environment | 10 |
| 2.1.2 Pathable terrain design | 10 |
| 2.2 Character model/physics |  |
| 2.2.1 3-D model of characters | 6 |
| 2.2.2 Physics of character | 6 |
| 2.3 Core gameplay systems development |  |
| 2.3.1 Gameplay mechanics | 8 |
| 2.3.2 UI/UX | 2 |
| 2.3.3 Game balance | 4 |
| 2.3.4 Playable character combat design | 8 |
| 2.4 Sound effect design | 6 |
| 2.5 Music composing | 6 |
| 2.6 Matchmaking system | 4 |
| 2.7 Testing | 8 |