

Activity name	Starting	Ending	Duration
- Hypogeum	14/03/19	08/08/23	1609g
- Preliminary phases	14/03/19	25/03/19	12g
Game concept	14/03/19	25/03/19	12g
Marketing research	19/03/19	23/03/19	5g
- Game design	26/03/19	10/06/19	77g
Design	26/03/19	10/06/19	77g
First game prototype	10/04/19	20/04/19	11g
- Graphics	16/04/19	31/05/19	46g
Characters models	16/04/19	31/05/19	46g
World elements models	01/05/19	15/05/19	15g
Textures	05/05/19	25/05/19	21g
- Audio	16/04/19	20/06/19	66g
Musics	16/04/19	12/06/19	58g
Sound effects	07/05/19	20/06/19	45g
- Game development	16/04/19	08/09/22	1242g
- Development	16/04/19	08/09/22	1242g
Networking	16/04/19	31/05/19	46g
Artificial Intelligence	01/07/19	01/12/19	154g
Matchmaking and Ranking system	10/07/19	30/09/19	83g
Player control systems (movement and shooting)	16/04/19	31/05/19	46g
Game logic	01/05/19	20/06/19	51g
Microtransactions and in-game purchases	10/07/19	01/01/20	176g
Testing	16/04/19	08/09/22	1242g
Future updates	17/06/20	08/09/22	814g
- GUI	20/05/19	10/06/19	22g
Game UI	20/05/19	10/06/19	22g
HUD	20/05/19	31/05/19	12g
Trailer	01/06/19	16/06/19	16g
Gameplay	01/06/19	16/06/19	16g
Storyboard	20/05/19	20/06/19	32g
Prototype	21/04/19	30/09/19	163g
Playtesting	01/09/19	01/10/19	31g
Alpha	01/10/19	30/11/19	61g
Beta	01/12/19	29/01/20	60g
Open beta	01/03/20	10/06/20	102g
- Release	17/06/20	08/08/23	1148g
Game release	17/06/20	08/08/23	1148g
Maintenance	17/06/20	08/08/23	1148g

