(i) Name	Duration Start Finish Predecessors Resource Names	Lan 2025 Feb 2025 Feb 2025 Sep
1 1.0 Develop Project Concept and Plan 2 1.1 Game Concept Planning 3 1.1.1 Develop Concept Overview	91 days   1/2/25 8:00 AM   5/8/25 5:00 PM	30
4 1.1.1.1 Conduct market research 5 1.1.1.2 Define the core game idea 6 1.1.2 Create the Game Design Document (GDD) 7 1.1.2.1 Outline gameplay mechanics	3 days 1/2/25 8:00 AM 1/6/25 5:00 PM 5 days 1/2/25 8:00 AM 1/8/25 5:00 PM 7 days 1/9/25 8:00 AM 1/17/25 5:00 2 days 1/9/25 8:00 AM 1/10/25 5:00 PM 5	
8 1.1.2.2 Develop the storyline, world-building elements, and characte 9 1.1.2.3 Establish the visual style with concept art and design inspirat 10 1.1.2.4 Specify technical requirements, including platforms and game 11 1.2 Project Execution Planning	titions 1 day 1/16/25 8:00 AM 1/16/25 5:00 PM 8 the engine 1 day 1/17/25 8:00 AM 1/17/25 5:00 PM 9 46 days 1/20/25 8:00 AM 3/24/25 5:00	
12         1.2.1 Define Project Scope           13         1.2.1.1 Compile a list of game features and content           14         1.2.1.2 Set key milestones with specific deadlines           15         1.2.1.3 Prepare a comprehensive budget	4 days 1/20/25 8:00 AM 1/23/25 5:00  1 day 1/20/25 8:00 AM 1/20/25 5:00 PM 10  2 days 1/21/25 8:00 AM 1/22/25 5:00 PM 13  1 day 1/23/25 8:00 AM 1/23/25 5:00 PM 14	
16 1.2.2 Assemble Team and Resources 17 1.2.2.1 Identify Required Roles and Skills 18 1.2.2.2 Recruit and Onboard Team Members 19 1.2.2.3 Assign roles and responsibilities to team members	26 days 1/24/25 8:00 AM 2/28/25 5:00 2 days 1/24/25 8:00 AM 1/27/25 5:00 PM 15 14 days 1/28/25 8:00 AM 2/14/25 5:00 PM 17	
19 1.2.2.3 Assign roles and responsibilities to team members 20 1.2.2.4 Determine the technology stack 21 1.2.2.5 Identify External Resources 22 1.2.3 Plan for outsourcing any necessary external resources		
23 1.2.3.1 Research and Select Vendors 24 1.2.3.2 Negotiate Contracts and Agreements 25 1.2.3.3 Integrate with Internal Planning 26 1.2.3.4 Finalize Agreements and Plan Integration	5 days 3/3/25 8:00 AM 3/7/25 5:00 PM 21  3 days 3/10/25 8:00 AM 3/12/25 5:00 PM 23  2 days 3/13/25 8:00 AM 3/14/25 5:00 PM 24  2 days 3/17/25 8:00 AM 3/18/25 5:00 PM 25	
27 1.2.4 Conduct Risk Assessment 28 1.2.4.1 Identify Key Project Risks 29 1.2.4.2 Develop Initial Risk Mitigation Strategies and Risk Manageme	2 days 3/19/25 8:00 AM 3/20/25 5:00 1 day 3/19/25 8:00 AM 3/19/25 5:00 PM 26 ent Plan 1 day 3/20/25 8:00 AM 3/20/25 5:00 PM 28	
30	4 days 3/19/25 8:00 AM 3/24/25 5:00  2 days 3/19/25 8:00 AM 3/20/25 5:00 PM 26  2 days 3/21/25 8:00 AM 3/24/25 5:00 PM 31  4 days 3/25/25 8:00 AM 3/28/25 5:00	
34 1.3.1 Prepare a presentation of the project concept and plan 35 1.3.2 Obtain stakeholder buy-in and official approval 36 1.4 Implementation of Project Resources and Agreements 37 1.4.1 Purchase Hardware and Software	2 days 3/25/25 8:00 AM 3/26/25 5:00 PM 32 2 days 3/27/25 8:00 AM 3/28/25 5:00 PM 34 29 days 3/31/25 8:00 AM 5/8/25 5:00 PM 8 days 3/31/25 8:00 AM 4/9/25 5:00 PM	
38 1.4.1.1 Procure necessary hardware (e.g., development workstations 39 1.4.1.2 Procure necessary software (e.g., licenses for game engines, 40 1.4.2 Finalize Vendor Agreements and Contracts	ns, ser 8 days 3/31/25 8:00 AM 4/9/25 5:00 PM 35	
41 1.4.2.1 Review and finalize all vendor contracts 42 1.4.2.2 Ensure all legal and compliance requirements are met 43 1.4.2.3 Set up accounts and establish relationships with vendors 44 1.4.2.4 Schedule kickoff meetings with vendors	3 days 4/14/25 8:00 AM 4/16/25 5:00 PM 41 4 days 4/17/25 8:00 AM 4/22/25 5:00 PM 42 3 days 4/23/25 8:00 AM 4/25/25 5:00 PM 43	
45 1.4.3 Set Up Development Environment 46 1.4.3.1 Install and configure software 47 1.4.3.2 Set up internal/external communication channels 48 1.4.3.3 Test development tools and environment to ensure readiness	13 days 4/8/25 8:00 AM 4/24/25 5:00  7 days 4/8/25 8:00 AM 4/16/25 5:00 PM 39  2 days 4/17/25 8:00 AM 4/18/25 5:00 PM 46  ss 4 days 4/21/25 8:00 AM 4/24/25 5:00 PM 47	
49	10 days 4/25/25 8:00 AM 5/8/25 5:00 PM 3 days 4/25/25 8:00 AM 4/29/25 5:00 PM 48	
52 1.4.4.3 Integrate basic anti-piracy protections 53 1.4.4.4 Establish secure installation/update processes 54 M1: Project concept and plan approved 55 2.0 Pre-production	2 days 5/7/25 8:00 AM 5/8/25 5:00 PM 52 0 days 5/8/25 5:00 PM 5/8/25 5:00 PM 53 50 days 5/9/25 8:00 AM 7/17/25 5:00	5/9
56 2.1 Finalize Game Design Document (GDD) 57 2.1.1 Develop a complete breakdown of game mechanics 58 2.1.2 Finalize the storyline, character development, and world-building 59 2.1.3 Confirm technical specifications	10 days 5/9/25 8:00 AM 5/22/25 5:00 4 days 5/9/25 8:00 AM 5/14/25 5:00 PM 54	
60 2.2 Complete Prototyping 61 2.2.1 Create initial prototypes for core gameplay mechanics 62 2.2.1.1 Define Core Mechanics	30 days 5/23/25 8:00 AM 7/3/25 5:00 PM 59  10 days 5/23/25 8:00 AM 6/5/25 5:00 PM 59  3 days 5/23/25 8:00 AM 5/27/25 5:00 PM 59	
63 2.2.1.2 Program Core Mechanics 64 2.2.1.3 Assemble Basic Level Layout 65 2.2.1.4 Combine Mechanics and Level Design 66 2.2.1.5 Create and implement Placeholder Graphics	3 days 5/28/25 8:00 AM 5/30/25 5:00 PM 62 2 days 6/2/25 8:00 AM 6/3/25 5:00 PM 63 1 day 6/4/25 8:00 AM 6/4/25 5:00 PM 64 1 day 6/5/25 8:00 AM 6/5/25 5:00 PM 65	
67 2.2.2 Internal Playtesting 68 2.2.2.1 Conduct internal playtesting sessions 69 2.2.2.2 Review feedback and make necessary adjustments 70 2.2.3 Stakeholder Feedback and Iteration	10 days 6/6/25 8:00 AM 6/19/25 5:00  5 days 6/6/25 8:00 AM 6/12/25 5:00 PM 66 5 days 6/13/25 8:00 AM 6/19/25 5:00 PM 68 5 days 6/20/25 8:00 AM 6/26/25 5:00 69	
71 2.2.3.1 Identify and schedule with stakeholders 72 2.2.3.2 Review and implement changes from feedback 73 2.2.4 Final Pre-production Deliverables	1 day 6/20/25 8:00 AM 6/20/25 5:00 PM 69 4 days 6/23/25 8:00 AM 6/26/25 5:00 PM 71 5 days 6/27/25 8:00 AM 7/3/25 5:00 PM	
74 2.2.4.1 Finalize Game Design Document 75 2.2.4.2 Review pre-production work 76 2.2.4.3 Sign off pre-production work 77 2.3 Risk Management and Contingency Planning	2 days 6/27/25 8:00 AM 6/30/25 5:00 PM 72 2 days 7/1/25 8:00 AM 7/2/25 5:00 PM 74 1 day 7/3/25 8:00 AM 7/3/25 5:00 PM 75 10 days 7/4/25 8:00 AM 7/17/25 5:00	
78 2.3.1 Identify Production Risks (including cybersecurity vulnerabilities 79 2.3.2 Update Risk Mitigation Strategies as Needed 80 2.3.3 Implement Contingency Plans for Production 81 M2: Pre-production completed	s) 3 days 7/4/25 8:00 AM 7/17/25 3:00  3 days 7/4/25 8:00 AM 7/14/25 5:00 PM 76  4 days 7/9/25 8:00 AM 7/14/25 5:00 PM 78  3 days 7/15/25 8:00 AM 7/17/25 5:00 PM 79  0 days 7/17/25 5:00 PM 7/17/25 5:00 PM 74;76;80	
82 3.0 Full Game Development and Production 83 3.1 Expand the Game Design Document (GDD) 84 3.1.1 Update the GDD	124 days 7/18/25 8:00 AM 1/7/26 5:00 PM  10 days 7/18/25 8:00 AM 7/31/25 5:00  3 days 7/18/25 8:00 AM 7/22/25 5:00 PM 80	
85 3.1.2 Finalize all designs 86 3.1.2.1 Finalize the detailed design of game features 87 3.1.2.2 Finalize the detailed design of levels 88 3.1.2.3 Finalize the detailed design of assets.	7 days 7/23/25 8:00 AM 7/31/25 5:00 2 days 7/23/25 8:00 AM 7/24/25 5:00 PM 84 3 days 7/25/25 8:00 AM 7/29/25 5:00 PM 86 2 days 7/30/25 8:00 AM 7/31/25 5:00 PM 87	
3.2.1 Create art assets for the game	2 days   7/30/25 8:00 AM   7/31/25 5:00 FM   8/7	
93         3.2.1.3 Create Prop and Item Assets           94         3.2.2 Create Animation Assets for the game           95         3.2.2.1 Create Character Animations	10 days 8/29/25 8:00 AM 9/11/25 5:00 PM 92  20 days 9/12/25 8:00 AM 10/9/25 5:00 93  10 days 9/12/25 8:00 AM 9/25/25 5:00 PM 93	
96 3.2.2.2 Create Environmental and Prop Animations 97 3.2.3 Create Audio Assets for the game 98 3.3 Code Development 99 3.3.1 Start full-scale development of the game's codebase	10 days 9/26/25 8:00 AM 10/9/25 5:00 PM 95 10 days 10/10/25 8:00 AM 10/23/25 5:00 PM 96 48 days 10/24/25 8:00 12/30/25 5:00 32 days 10/24/25 8:00 12/8/25 5:00	
100   3.3.1.1 Set Up the Development Environment	3 days 10/24/25 8:00 AM 10/28/25 5:00 PM 97  8 days 10/29/25 8:00 AM 11/7/25 5:00 PM 100  5 days 11/10/25 8:00 AM 11/14/25 5:00 PM 101  6 days 11/17/25 8:00 AM 11/24/25 5:00 PM 102	
104         3.3.1.5 Develop Character and NPC Behaviors           105         3.3.1.6 Implement Game State Management           106         3.3.1.7 Integrate Audio Systems	4 days 11/25/25 8:00 AM 11/28/25 5:00 PM 103 2 days 12/1/25 8:00 AM 12/2/25 5:00 PM 104 2 days 12/3/25 8:00 AM 12/4/25 5:00 PM 105	
107 3.3.1.8 Optimize Code for Performance 108 3.3.1.9 Conduct Regular Code Reviews (including cybersecurity chec 109 3.3.1.10 Integrate Third-Party Plugins and Middleware 110 3.3.2 Integrate assets into the game engine	1 day 12/5/25 8:00 AM 12/5/25 5:00 PM 106 10 days 12/3/25 8:00 AM 12/16/25 5:00 PM 105	
111 3.3.3 Build out levels and environments 112 3.4 Risk Management and Contingency Planning 113 3.4.1 Assess Risks For Testing 114 3.4.2 Implement Contingency Plans for Critical Testing Issues (including	10 days 12/17/25 8:00 AM 12/30/25 5:00 PM 110 6 days 12/31/25 8:00 1/7/26 5:00 PM 3 days 12/31/25 8:00 AM 1/2/26 5:00 PM 111 11 115/26 8:00 AM 1/7/26 5:00 PM 113	
115 M3: Alpha version completed and ready for testing 116 4.0 Testing and Quality Assurance 117 4.1 Internal Testing	ng cyber 3 days 1/5/26 8:00 AM 1/7/26 5:00 PM 113  0 days 1/7/26 5:00 PM 1/7/26 5:00 PM 114  46 days 1/8/26 8:00 AM 3/12/26 5:00  10 days 1/8/26 8:00 AM 1/21/26 5:00  2 days 1/8/26 8:00 AM 1/9/26 5:00 PM 114	
118 4.1.1 Schedule Regular Testing Sessions 119 4.1.2 Document and track issues 120 4.1.3 Make iterative improvements based on testing results 121 4.2 Alpha Testing	4 days 1/12/26 8:00 AM 1/15/26 5:00 PM 118 4 days 1/16/26 8:00 AM 1/21/26 5:00 PM 119 15 days 1/22/26 8:00 AM 2/11/26 5:00	
122 4.2.1 Identify and invite a select group of testers 123 4.2.2 Set up channels for testers to submit their feedback 124 4.2.3 Review and Analyse Feedback 125 4.2.4 Prioritize and Address Key Issues	3 days 1/22/26 8:00 AM 1/26/26 5:00 PM 120 2 days 1/27/26 8:00 AM 1/28/26 5:00 PM 122 5 days 1/29/26 8:00 AM 2/4/26 5:00 PM 123 3 days 2/5/26 8:00 AM 2/9/26 5:00 PM 124	
4.2.4 Fibrilize and Address Rey Issues     4.2.5 Update Game Design and GDD as Necessary     M4: Beta version completed and ready for testing     4.3 Beta Testing     4.3.1 Open beta testing to a wider audience	2 days 2/10/26 8:00 AM 2/11/26 5:00 PM 125  0 days 2/11/26 8:00 AM 2/11/26 5:00 PM 126  18 days 2/12/26 8:00 AM 3/9/26 5:00 PM  5 days 2/12/26 8:00 AM 2/18/26 5:00 PM 126	
<ul> <li>4.3.2 Monitor and identify any issues or new bugs</li> <li>4.3.3 Refine gameplay and fix bugs</li> <li>4.3.4 Optimize game performance</li> </ul>	5 days 2/19/26 8:00 AM 2/25/26 5:00 PM 129 5 days 2/26/26 8:00 AM 3/4/26 5:00 PM 130 3 days 3/5/26 8:00 AM 3/9/26 5:00 PM 131	
133         4.4 Quality Assurance (QA)           134         4.4.1 Develop QA Test Plans           135         4.4.2 Perform Compatibility Testing           136         4.4.3 Execute Final QA testing	21 days 2/12/26 8:00 AM 3/12/26 5:00 4 days 2/12/26 8:00 AM 2/17/26 5:00 PM 126 5 days 2/18/26 8:00 AM 2/24/26 5:00 PM 134 7 days 2/25/26 8:00 AM 3/5/26 5:00 PM 135	
137         4.4.4 Finalize Bug Fixes and Polishing           138         5.0 Pre-Launch Preparations           139         5.1 Marketing and community engagement           140         5.1.1 Develop marketing strategy	5 days 3/6/26 8:00 AM 3/12/26 5:00 PM 136  40 days 1/8/26 8:00 AM 3/4/26 5:00 PM  32 days 1/8/26 8:00 AM 2/20/26 5:00  7 days 1/8/26 8:00 AM 1/16/26 5:00 PM 114	
141 5.1.2 Create marketing materials 142 5.1.3 Implement a social media campaign 143 5.1.4 Gather and analyse feedback	10 days 1/19/26 8:00 AM 1/30/26 5:00 PM 140 10 days 2/2/26 8:00 AM 2/13/26 5:00 PM 141 5 days 2/16/26 8:00 AM 2/20/26 5:00 PM 142	
144         5.2 Certification and Compliance           145         5.2.1 Gather Required Documentation           146         5.2.1.1 Compile all technical specifications           147         5.2.1.2 Compile all legal agreements	30 days 1/8/26 8:00 AM 2/18/26 5:00 6 days 1/8/26 8:00 AM 1/15/26 5:00 3 days 1/8/26 8:00 AM 1/12/26 5:00 PM 114 3 days 1/13/26 8:00 AM 1/15/26 5:00 PM 146	
148 5.2.2 Platform guideline compliance 149 5.2.2 Ensure that the game complies with Sony guidelines 150 5.3.2.2 Ensure that the game complies with Microsoft guidelines 151 5.3.2.3 Ensure that the game complies with Nintendo guidelines	9 days 1/8/26 8:00 AM 1/20/26 5:00  3 days 1/8/26 8:00 AM 1/12/26 5:00 PM 114  3 days 1/13/26 8:00 AM 1/15/26 5:00 PM 149  3 days 1/16/26 8:00 AM 1/20/26 5:00 PM 150	
152     5.2.3 Perform a Pre-Certification Test       153     5.2.3.1 Conduct a thorough internal game review for all certification       154     5.2.3.2 Address any potential certification issues	8 days 1/21/26 8:00 AM 1/30/26 5:00 1 require 4 days 1/21/26 8:00 AM 1/26/26 5:00 PM 151 4 days 1/27/26 8:00 AM 1/30/26 5:00 PM 153	
155 5.2.4 Submit the Game for Certification 156 5.2.5 Ensure Compliance with Legal and Platform Guidelines 157 5.2.5.1 Review Legal Compliance 158 5.2.5.2 Conduct a Final Compliance Check	7 days 2/2/26 8:00 AM 2/10/26 5:00 PM 154  6 days 2/11/26 8:00 AM 2/18/26 5:00  3 days 2/11/26 8:00 AM 2/13/26 5:00 PM 155  3 days 2/16/26 8:00 AM 2/18/26 5:00 PM 157	
159         M5: Pre-launch preparations completed           160         5.3 Final Risk Review           161         5.3.1 Conduct Final Risk Assessment Before Launch	3 days   2/16/26 8:00 AM   2/18/26 5:00 PM   157	
162 5.3.2 Ensure Contingency Plans Are Ready for Launch 163 6.0 Launch and Sign-off 164 6.1 Official Launch 165 6.1.1 Release the game on all intended platforms	15 days 3/5/26 8:00 AM 3/25/26 5:00 10 days 3/5/26 8:00 AM 3/18/26 5:00 3 days 3/5/26 8:00 AM 3/9/26 5:00 PM 162	
166 6.1.2 Monitor the launch and address any immediate issues 167 6.2 Launch sign-off 168 6.2.1 Conduct a final project review	7 days 3/10/26 8:00 AM 3/18/26 5:00 PM 165  15 days 3/5/26 8:00 AM 3/25/26 5:00  5 days 3/5/26 8:00 AM 3/11/26 5:00 PM 162  7 days 3/12/26 8:00 AM 3/20/26 5:00 PM 168	
169 6.2.2 Collect post-launch analytics 170 6.2.3 Final stakeholder report and project closure 171 M6: Game launch completed and signed off	7 days 3/12/26 8:00 AM 3/20/26 5:00 PM 168 3 days 3/23/26 8:00 AM 3/25/26 5:00 PM 169 0 days 3/25/26 5:00 PM 3/25/26 5:00 PM 166;170	FIT5057 ASM 2