

# PROJECT WBS AND GANTT CHART

GROUP 814  
NAVANEETH KARTHI  
SAMVEER RATHORE  
BAO NGOC TRUONG  
JING YING HO

# ***Echoes Of Seraphis***

## *Action Adventure Game*

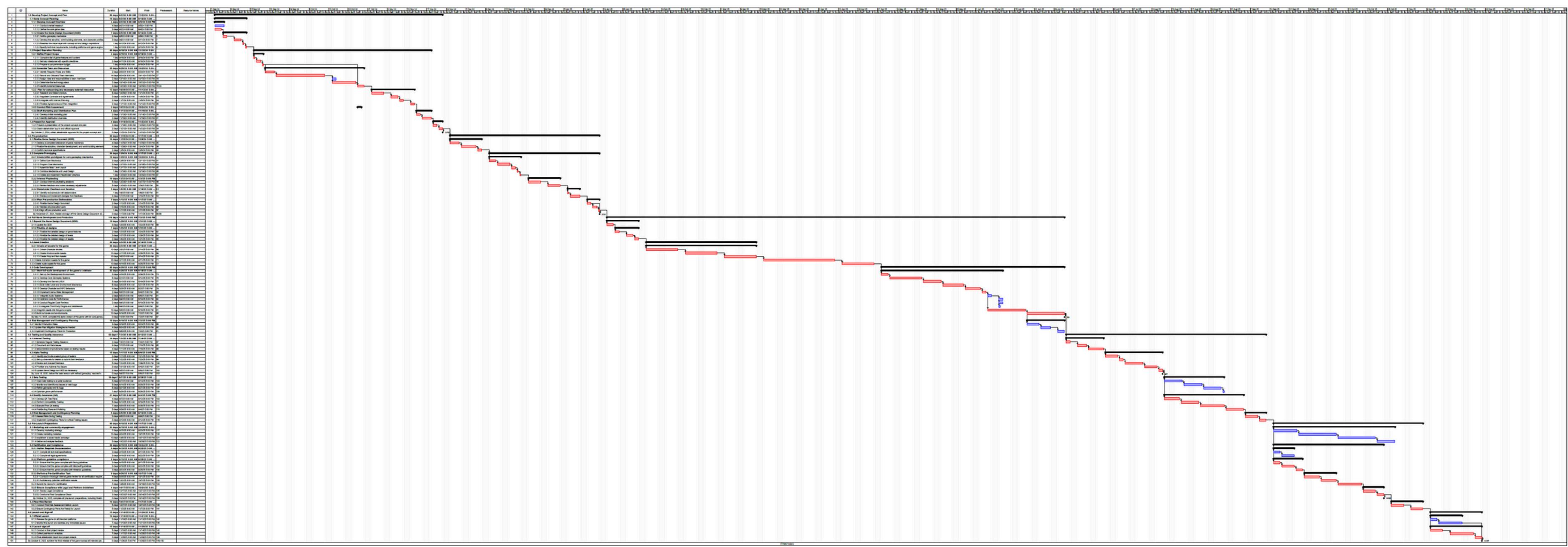
### **Milestones**

- Develop project concept and plan ( 60 days )
- Pre-Production ( 40 days )
- Full game production and development ( 118 days )
- Testing and quality assurance ( 52 days )
- Pre-launch preparations ( 40 days )
- Launch and sign-off ( 15 days )

### **Project Management**

- Choosing the WBS / Gantt chart
- Conflicting opinions
- Suggestions for changes
- Post presentation review

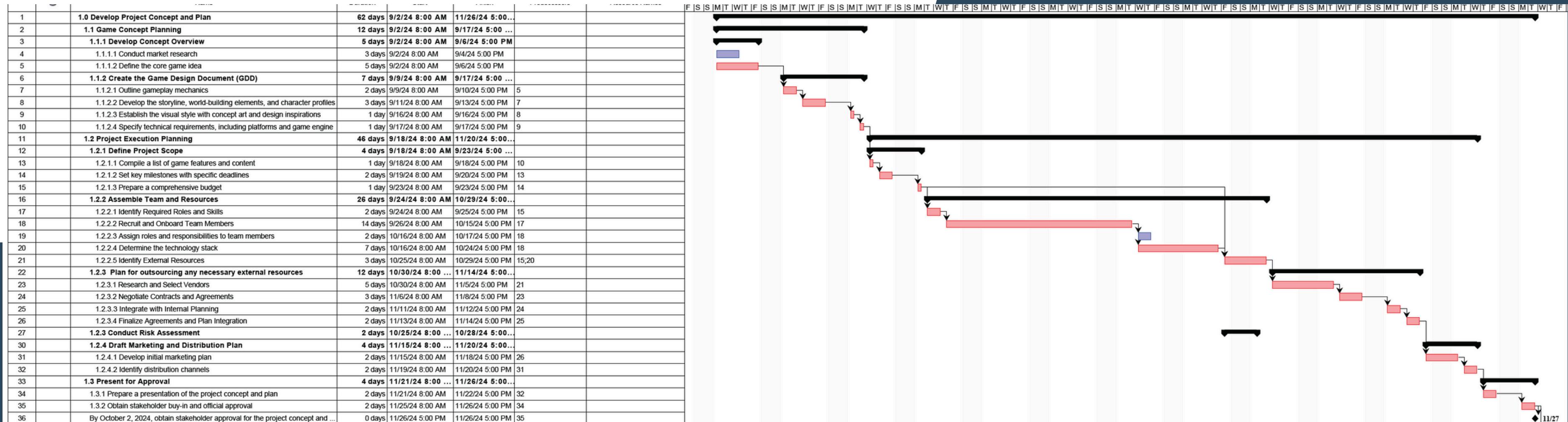
# Gantt Chart - Overall



# 1. Project Concept and Plan approved

**Milestone:** By October 2, 2024, obtain stakeholder approval for the project concept and plan, ensuring it aligns with market research, core game ideas, and a comprehensive execution strategy.

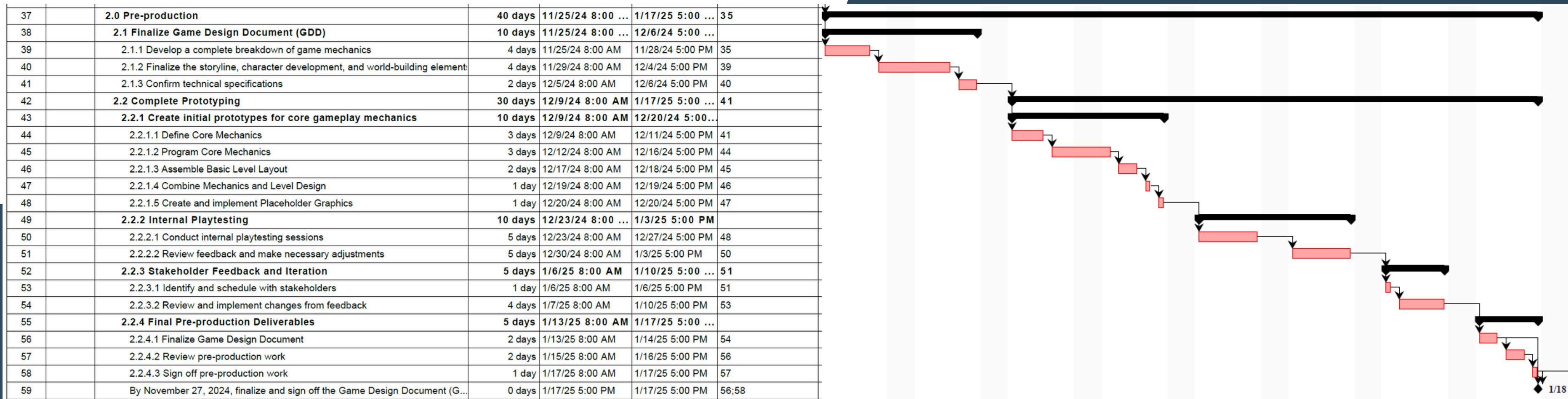
**Justification:** Production planning helps to ensure that all the teams are working towards the same goals and that the project is progressing as planned (LinkedIn, n.d.).



# 2. Pre-production

**Milestone:** By November 27, 2024, finalize and sign off the Game Design Document (GDD) and all pre-production deliverables, ensuring all prototypes are tested, feedback is incorporated, and risks are assessed.

**Justification:** It allows developers to test their ideas and check the feasibility of their vision (EDIIIIE, n.d.)

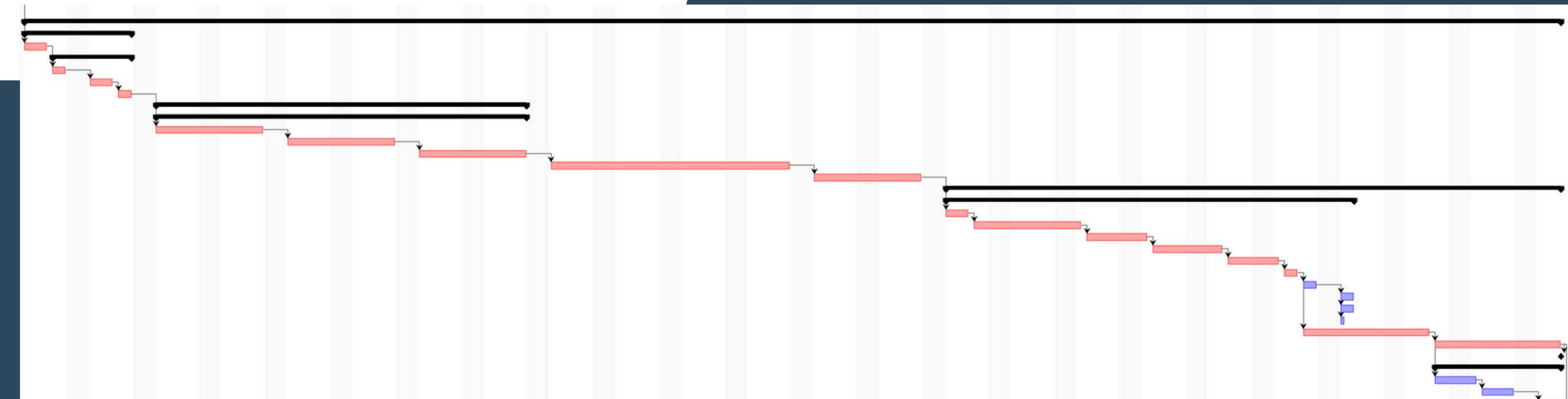


# 3. Production

**Milestone:** By May 12, 2025, complete the alpha version of the game with all core gameplay mechanics and assets integrated, ready for internal testing and stakeholder review.

**Justification:** alpha testing aims to identify bugs and issues before releasing an app, mobile game or program to a wider audience (Adjust, n.d.).

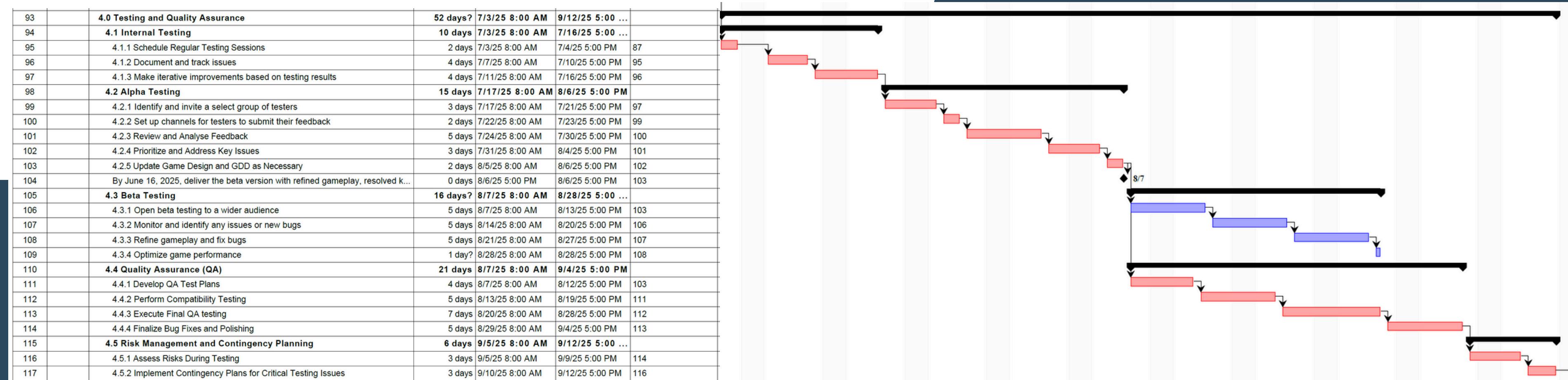
60	3.0 Full Game Development and Production	118 days	1/20/25 8:00 AM	7/2/25 5:00 PM	
61	3.1 Expand the Game Design Document (GDD)	10 days	1/20/25 8:00 AM	1/31/25 5:00 ...	
62	3.1.1 Update the GDD	3 days	1/20/25 8:00 AM	1/22/25 5:00 PM	58
63	3.1.2 Finalize all designs	7 days	1/23/25 8:00 AM	1/31/25 5:00 ...	
64	3.1.2.1 Finalize the detailed design of game features	2 days	1/23/25 8:00 AM	1/24/25 5:00 PM	62
65	3.1.2.2 Finalize the detailed design of levels	3 days	1/27/25 8:00 AM	1/29/25 5:00 PM	64
66	3.1.2.3 Finalize the detailed design of assets.	2 days	1/30/25 8:00 AM	1/31/25 5:00 PM	65
67	3.2 Asset Creation	30 days	2/3/25 8:00 AM	3/14/25 5:00 ...	
68	3.2.1 Create art assets for the game	30 days	2/3/25 8:00 AM	3/14/25 5:00 ...	
69	3.2.1.1 Create Character Models	10 days	2/3/25 8:00 AM	2/14/25 5:00 PM	66
70	3.3.1.2 Create Environmental Assets	10 days	2/17/25 8:00 AM	2/28/25 5:00 PM	69
71	3.2.1.3 Create Prop and Item Assets	10 days	3/3/25 8:00 AM	3/14/25 5:00 PM	70
72	3.2.2 Create Animation Assets for the game	20 days	3/17/25 8:00 AM	4/11/25 5:00 PM	71
73	3.2.3 Create Audio Assets for the game	10 days	4/14/25 8:00 AM	4/25/25 5:00 PM	72
74	3.3 Code Development	48 days	4/28/25 8:00 AM	7/2/25 5:00 PM	
75	3.3.1 Start full-scale development of the game's codebase	32 days	4/28/25 8:00 AM	6/10/25 5:00 ...	
76	3.3.1.1 Set Up the Development Environment	3 days	4/28/25 8:00 AM	4/30/25 5:00 PM	73
77	3.3.1.2 Develop Core Gameplay Systems	8 days	5/1/25 8:00 AM	5/12/25 5:00 PM	76
78	3.3.1.3 Develop the Game's UI/UX	5 days	5/13/25 8:00 AM	5/19/25 5:00 PM	77
79	3.3.1.4 Build Initial Level and Environment Mechanics	6 days	5/20/25 8:00 AM	5/27/25 5:00 PM	78
80	3.3.1.5 Develop Character and NPC Behaviors	4 days	5/28/25 8:00 AM	6/2/25 5:00 PM	79
81	3.3.1.6 Implement Game State Management	2 days	6/3/25 8:00 AM	6/4/25 5:00 PM	80
82	3.3.1.7 Integrate Audio Systems	2 days	6/5/25 8:00 AM	6/6/25 5:00 PM	81
83	3.3.1.8 Optimize Code for Performance	2 days	6/9/25 8:00 AM	6/10/25 5:00 PM	82
84	3.3.1.9 Conduct Regular Code Reviews	2 days	6/9/25 8:00 AM	6/10/25 5:00 PM	82
85	3.3.1.10 Integrate Third-Party Plugins and Middleware	1 day	6/9/25 8:00 AM	6/9/25 5:00 PM	82
86	3.3.2 Integrate assets into the game engine	10 days	6/5/25 8:00 AM	6/18/25 5:00 PM	81
87	3.3.3 Build out levels and environments	10 days	6/19/25 8:00 AM	7/2/25 5:00 PM	86
88	By May 12, 2025, complete the alpha version of the game with all core gamep.	0 days	7/2/25 5:00 PM	7/2/25 5:00 PM	87
89	3.4 Risk Management and Contingency Planning	10 days	6/19/25 8:00 AM	7/2/25 5:00 PM	
90	3.4.1 Monitor Production Risks	3 days	6/19/25 8:00 AM	6/23/25 5:00 PM	86
91	3.4.2 Update Risk Mitigation Strategies as Needed	4 days	6/24/25 8:00 AM	6/27/25 5:00 PM	90
92	3.4.3 Implement Contingency Plans for Production	3 days	6/30/25 8:00 AM	7/2/25 5:00 PM	91



# 4. Testing and Quality Assurance

**Milestone:** By June 16, 2025, deliver the beta version with refined gameplay, resolved key issues from alpha testing, and optimized performance, ready for external testing.

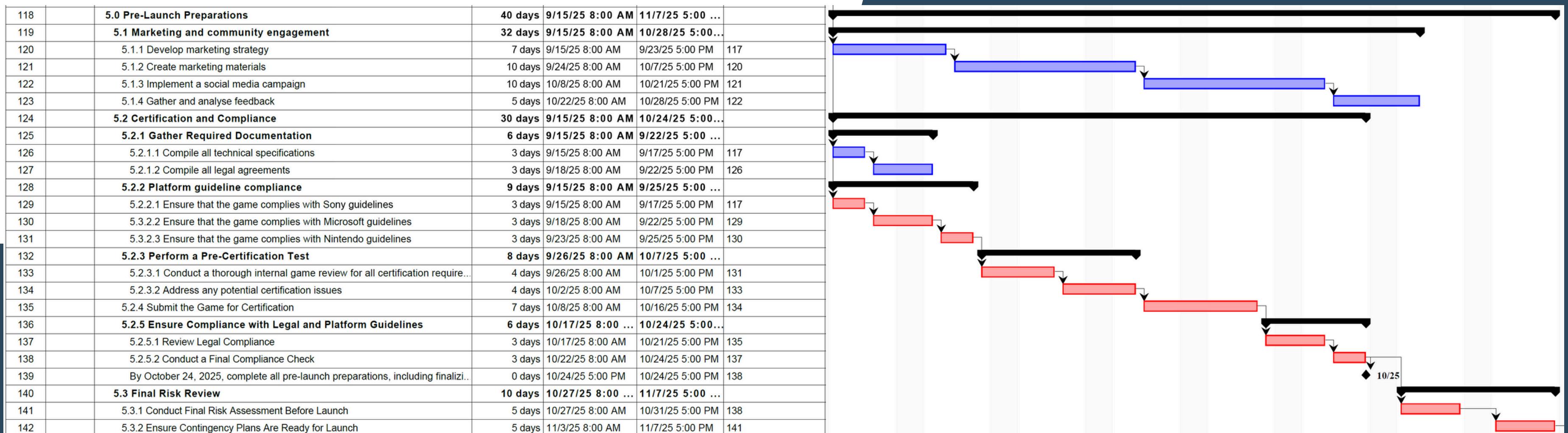
**Justification:** This guarantees that product will perform as expected in various conditions (Roy 2023). Beta testing allows developers to gather valuable feedback from a select group of players, helping them to refine and optimize their game before its official release (Testlio. (2024).



# 5. Pre-launch preparations

**Milestone:** By October 24, 2025, complete all pre-launch preparations, including finalizing the marketing strategy, obtaining certification, and ensuring compliance with legal and platform guidelines.

**Justification:** This is to ensure all essential tasks, including marketing, certification, and compliance with platform guidelines, are completed to minimizes risks of delays and ensures a smooth, compliant launch across multiple platforms (Ahmad et al, 2017).

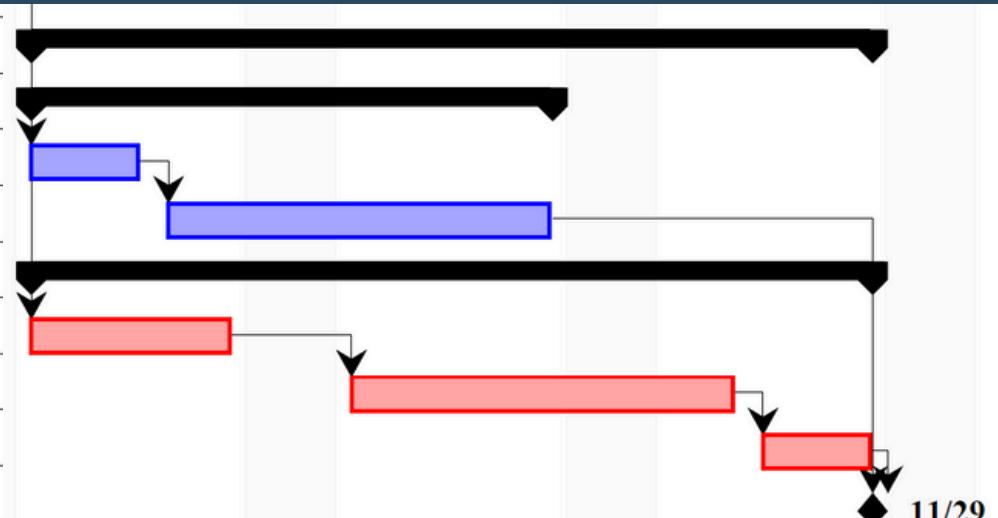


# 6. Launch and sign-off

**Milestone:** By October 8, 2025, achieve the final release of the game across all intended platforms, ensuring compliance with all guidelines, and complete post-launch analytics and project closure.

**Justification:** Sign off sheets are used for final comments, stakeholders use this to formally express their final reservations (Cohen 2024).

142	6.0 Launch and Sign-off	15 days	11/10/25 8:00 ...	11/28/25 5:00...	
143	6.1 Official Launch	10 days	11/10/25 8:00 ...	11/21/25 5:00...	
144	6.1.1 Release the game on all intended platforms	3 days	11/10/25 8:00 AM	11/12/25 5:00 PM	141
145	6.1.2 Monitor the launch and address any immediate issues	7 days	11/13/25 8:00 AM	11/21/25 5:00 PM	144
146	6.2 Launch sign-off	15 days	11/10/25 8:00 ...	11/28/25 5:00...	
147	6.2.1 Conduct a final project review	5 days	11/10/25 8:00 AM	11/14/25 5:00 PM	141
148	6.2.2 Collect post-launch analytics	7 days	11/17/25 8:00 AM	11/25/25 5:00 PM	147
149	6.2.3 Final stakeholder report and project closure	3 days	11/26/25 8:00 AM	11/28/25 5:00 PM	148
150	By October 8, 2025, achieve the final release of the game across all intended pla...	0 days	11/28/25 5:00 PM	11/28/25 5:00 PM	145;149



# Team Meetings

## Meeting 1

- **Date and Time:** 30/8/2024, 8PM
- **Platform:** Zoom
- **Attendees:** All members
- **Key Agendas:**
  - Collaboration on Gantt chart and Work Breakdown Structure (WBS)
  - Cross-checking each team member's work for accuracy and consistency
  - Ensuring everyone was on track

## Meeting 2

- **Date and Time:** 2/9/2025, 2PM
- **Platform:** On campus
- **Attendees:** All members
- **Key Agendas:**
  - Developing the presentation slides
  - Formulating team reflections and justifications for project decisions
  - Selecting the best Gantt chart for the final presentation

# Team Reflection

- Collaborated well to solve integration issues under pressure. Implementing a structured problem-solving approach could further improve efficiency.
- We gained valuable skills in project management and collaboration. For example, learning how to use ProjectLibre, which will benefit future work.
- All key milestones were met on time, with effective planning and successful pre-launch preparations.

# References

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# Questions?