

Execution/Elaboration

Project Development

Feature Development

User Manual

Vision Document

Task Scheduling

Risk Assessment

Define team's vision of final product

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Task name

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Test Plan Document

In-Game mechanics (Rules, Playing Field, Cards, Economy, etc.)

Apr

Use Cases/UML Document

Online Multiplayer

Control

13 Apr

20 Apr

May

11 May

04 May

27 Apr

Finalize any chang

Product and software maintenance

Release Product to public

Present product to stakeholders

Audit product and assure adherence to

Closure