Group L Illuminati Game Execution/Elaboration Initiation Planning Control Closure Project Development Present product to stakeholders Vision Document Project Plan Release Product to public Recruit and assemble Product and software development team maintenance Feature Development Audit product and assure adherence to standards Define team's vision of Macro-Scheduling final product Finalize any changes In-Game mechanics according to audit Review project description and standards Risk Assessment Budgeting Online Multiplayer Task Scheduling Quality Assurance Use Cases/UML Document Analyze and understand game mechanics Test Plan Document **User Manual**