# **Work Breakdown Structure**

## **ESS SWD505 – Team 50CC – Project ‘Age of Speed’**

Work for this project is to be broken down into three sections: the planning phase, the design phase and the implementation phase. Each phase will have milestone goals which will need to be completed before progressing to the next phase.

### Planning Phase (2 Weeks):

* Belbin self-perception test results from each team member
* Gantt chart with clear goals which schedule the workload for entirety of project
* Activity Network and Critical paths to show results of planning
* Risk analysis
* Concept Map of all possible themes and mechanics of the game

Self-perception test will allow us to decipher which group members will be most effective at performing specific tasks which will allow us to work efficiently. The rest of the tasks will be split between the group members based on their strengths.

### Design Phase (4 Weeks):

* Game Pitch
* Mechanic Design
* Character Design
* UI Design
* Art Style Guide
* Advanced Concept Map focussing on the specifics of the game
* Micro Game Design Document

This phase will focus on the development of our initial design and solidifying what we will need to implement for the game. This will form the guidelines which we will follow during the implementation phase.

### Implementation Phase (6 Weeks):

* Asset Creation
* Scripting
* Working Prototype

The implementation phase will require a lot of coordination in order to be completed to the specifications required while meeting our design goals. The tasks will be split up between the team members but we will hold regular performance reviews to make sure that we are on track to finish the prototype.