The major goal of my site is to provide a brief history on the foundation of DLC. This will cover particular things like: how it is used in the grand scheme of game design, how it affects the consumer’s purchase of a game both positively and negatively, and how the use of DLC differs greatly in some instances. The objective of this site is to inform users of the history of DLC, but mainly to convey the impact DLC has on the Life Cycle of a game.

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| --- | --- | --- |
| Duration | Start-Finish | Maximum hours of work |
| 2 months | 3/8/16 – 5/2/16 | 24 |

|  |  |  |
| --- | --- | --- |
| Hours/page Max | Total pages | Total hours |
| 4/1 | 6 | 24 (give or take) |

The task list:

* Finish index.html by 3/18
* Finish DLC\_History.html by 3/25
* Finish Life\_Cycle.html by 4/1
* Finish Good\_DLC.html by 4/8
* Finish Bad\_DLC.html by 4/15
* Finish About.html by 4/22
* Revise each site a day from 4/22 - 4/29
* Present the Website 5/2