Work Breakdown Structure

No.	Type of Task	Description of Task	Output Deliverables	Responsible Person(s)	Deadline
	Project Time				May 17th 2022
1	Understanding Game Details (From PC Version)				
1.1	Revieing	Team meets to discuss possible business needs.	planning, gathering, and having a single goal in mind	Whole Team	November 17th 2020
1.2	Data Understanding	It facilitates the discovery of significant connections, patterns, trends, and user behaviour models from existed version of game.	track game-related occurrences with the intention of gathering information for statistical analysis.	Jing Wu (Senior Manager, Analytics Engineering)	November 23th 2020
1.3	Linked (Open) Data	The linking of disparate sources and formats allows for the induction of new knowledge from existing facts.	connect many existing data sources to create new understanding	Jing Wu (Senior Manager, Analytics Engineering)	December 20th 2020
1.4	Porting Procedures	act of altering a video game so that a version fit for one platform becomes suitable for another	understand the whole life cycle of porting the game	Sibyl Jin (Production Coordinator)	January 15th 2021
2	Game Redesigning			Jordan Patz (Design Director)	
2.1	Adapting the Source Code	Use multifunctional game engines, which provide many useful tools and include platform porting features.	It instructs the machine on how to execute the game in order to play it.		January 20th 2021
2.2	Visual Assets and Optimization	Adding optimized vast maps, powerful characters ,engaging gameplay and the visual element like environment, weapons, fire, smoke, water is what can attract the initial attention to the game.	The game will function properly with fewer resources or with less memory after optimzation of visuals.		March 20th 2021
2.3	Using Suitable Middleware	a procedure that is built into a gaming engine to manage a specific specialised component of it, like networking, physics, or graphics.	With a solid understanding of physics, the integration of source code and images will work effectively.	Geoff Harrison Jason Shifter Nathan Karklins (Senior Game Designers)	April 17th 2021
2.4	Modernize game controls for mobile	Adapt the controls for the new device while retaining game characteristics through gameplay and design.	Virtual adaptations of the joystick and directional pad will miraculously produce the physical feedback that is missing from a phone or tablet.		May 20th 2021
2.5	Optimizing CPU/GPU Performance	fine-tune the game so that resource usage is optimal - The game runs smoothly on mobile, and the visual quality is adequate.	After graphic optimization, the game will still operate smoothly on less memory or processing power, allowing us to go beyond keeping the graphics high without sacrificing performance.		June 10th 2021
2.6	User Interface and Control Scheme	a mobile platform, given how specialised touchscreen controls are. It ought to have an intuitive user interface, all the required features, and not interfere with gaming.	The UI's clear design and feel will make it just as memorable as the game itself.	Adam Taubenheim (UI/UX Designer)	July 28th 2021
3	Game Testing				
3.1	Alpha Testing	When the game is still in the development phase, parallel testing is performed to ensure that the game is developed without any glitches and runs smoothly without crashing.		Anthony Zoghob (QA Development Manager)	November 20th 2021
3.2	Closed Beta	an internal testing procedure that is not open to the public Beta testing usually refers to the final stages of testing before releasing a product to the public.	find game glitches/bugs, record and fix them to stop from interfering with the gaming experience.		January 15th 2022
3.3	Open Beta	when the beta version becomes available to anyone who is interested Players test the game for a set period of time and provide early feedback to the development team.			March 20th 2022
4	Deployement				
4.1	Relasing the game	rollout of the product written as release notes and support documents on the publishing platform.	publish and distribute.	Alexander Klein (Build and Release Engineer)	May 17th 2022