**Finalized Project Milestones**

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To emphasize important events on the project, the management of the project has decided to create specific milestones. The following milestones have been developed for the Video Game Delivery Project using a SMART (Specific, Measurable, Assignable, Realistic, and Time-Framed) criteria:

1. WBS finished
2. Finalized and signed-off Gantt chart
3. Budget determined
4. Resources assigned
5. Initial web-app proposal completed
6. The web-app content developed
7. Third party contracts signed
8. Web-app performance and security tests completed and signed-off
9. Web-app goes live

The first three milestones are directly connected to the triple constraint of the project: scope, time and cost. All the tasks are specific, time-framed, realistic and assignable. These milestones will provide us the basis for any consequent tasks to be accomplished.

Resource assignment is a SMART-compliant task as it is very specific and measurable, and assignable in a realistic time-framed manner.

The initial web-app proposal is a specific, realistic and time-framed task. It is very important to complete it on time because it provides the basis for the major deliverable of the project – the web-application.

Likewise, the development of the website contents is a specific task that should be completed on time.

Signing third party contracts is also time-framed, realistic and specific task that involves determination of potential software to be incorporated into the new video game delivery web-app.

Testing of the web-app performance and security is a specific measurable task which is achievable within a realistic time-frame if assigned to the right team members.

After the website performance and security are tested it is time for it to go live. This specific, measurable event is the goal of the project. It is attainable within a year and will be the final step in the process.