Project Timeline

Emmanuel Agbanyo & Aderinsola Akintilo

Objective setting and requirements gathering

Concept development

Concept development	4 hrs.
Storyboard design	4 hrs.
Client review	March 23rd
Client approval	March 25th

Design and Spec (prototyping)

Creative development	10 hrs.
Programming	12 hrs.
Lockdown on design and functionality	April 4th
Write functional specifications	1 hr
Client review	April 6th
Client signoff due	April 7th

Preproduction

~~Create staging environment~~	
~~Begin production guide~~	
Establish toolset (editors, converters)	2 hrs.
Obtain architecture from Site Architect	5 hrs.
~~Create directory structure~~	
Create filenaming conventions	1 hr.
Test new technologies if necessary	8 hrs.
Identify potential redflags	1.5 hrs.

~~Obtain creative brief~~

Production

~~Obtain tight comps from Designer~~

Cut Graphics   8 hrs.

~~Name graphics in Asset management sheet~~

~~Copy unoptimized graphics to staging site~~

Create animations   15 hrs.

~~Handoff to coder~~

Code files   15 hrs.

~~Obtain copy from IA/writer~~

Integrate copy   9 hrs.

Tweaking and troubleshooting   9 hrs.

Internal Production Review   April 14th

External Production Review   April 15th

Create Final Program/Production

Final Art Production   3 hrs.

Modify Programming   3 hrs.

~~Handoff to testing~~

QA

Write test plan   0.5 hrs.

Create test suites   1 hr.

Configure QA environment   1 hr.

~~Customize bug database~~

~~Create bug sheets~~

Recruit testers   0.5 hrs.

Testing   4 hrs.

Data collection	2 hrs.
Assign bug fixes	1 hr.
Write QA report	2 hrs.
Delivery	April 31st