CBC Vancouver 50th Anniversary Interactive Game Development Timeline		
Category	No. of Days	Dev. Timeline Sept. 1-19, 2003
DAYS		1 2 3 4 5 8 9 10 11 12 15 16 17 18 19
TREATMENT & GAMING CONCEPT DEVELOPMENT Game Design Interactive Media Designer	Flat Rate	
Game Designer Information Architect Programmer	7 5 3	<del></del>
Story development Writer Storyboard Artist Art Director Content Researcher	Flat Rate 2 5 5	<b>→</b>
ADMINISTRATION Project Manager Budget & Scheduling	Flat Rate Flat Rate	<del></del>