

ID	Name	Scheduled Start	Scheduled Finish	Predecessors	Resource Names
1	Launch Video Game	Wed 11/7/18	Tue 8/20/19		
2	Project Management	Tue 11/20/18	Mon 8/19/19		
3	Manage the project	Thu 1/24/19	Mon 8/19/19		Game Producer
4	Production Starts	Thu 1/24/19	Thu 1/24/19	77SS	
5	Game Launch	Mon 8/19/19	Mon 8/19/19	119FF	
6	Select contractors	Tue 11/20/18	Thu 1/10/19		
7	Audio Contractor	Tue 11/20/18	Wed 12/5/18		
8	Create job profile	Tue 11/20/18	Tue 11/20/18		Game Producer
9	Hire candidate	Wed 12/5/18	Wed 12/5/18	8FS+10 days	Game Producer
10	Art Contractor	Wed 11/21/18	Thu 12/6/18		
11	Create job profile	Wed 11/21/18	Wed 11/21/18		Game Producer
12	Hire candidate	Thu 12/6/18	Thu 12/6/18	11FS+10 days	Game Producer
13	Engineer Contractors	Thu 11/22/18	Fri 12/7/18		
14	Create job profile	Thu 11/22/18	Thu 11/22/18	11	Game Producer
15	Hire candidate	Fri 12/7/18	Fri 12/7/18	14FS+10 days	Game Producer
16	Marketing (Kickstarter) Contractor	Tue 12/25/18	Wed 1/9/19		
17	Create job profile	Tue 12/25/18	Tue 12/25/18	71SS	Game Producer
18	Hire candidate	Wed 1/9/19	Wed 1/9/19	17FS+10 days	Game Producer
19	Marketing Intern	Wed 12/26/18	Thu 1/10/19		
20	Create job profile	Wed 12/26/18	Wed 12/26/18	25	Game Producer
21	Hire candidate	Thu 1/10/19	Thu 1/10/19	20FS+10 days	Game Producer
22	Product Management	Fri 11/23/18	Tue 8/20/19		
23	Marketing	Fri 11/23/18	Thu 6/13/19		
24	Competitive Analysis	Fri 11/23/18	Mon 11/26/18	56	Game Producer

25	Define positioning	Thu 12/20/18	Mon 12/24/18	60,24	Game Producer
26	Define marketing channels	Mon 1/14/19	Wed 1/16/19	25,21	Marketing Intern
27	Pre-launch campaign	Fri 5/31/19	Thu 6/13/19	104SS,26	Marketing Intern
28	Fund Raising	Thu 12/20/18	Tue 8/20/19		
29	Kickstarter	Thu 1/10/19	Mon 8/19/19		
30	Prepare kickstarter campaign material	Thu 1/10/19	Tue 1/29/19	67SS,73FF,18	Kickstarter Contractor
31	Manage backers	Fri 1/11/19	Mon 8/19/19		
32	First biweekly report	Fri 1/11/19	Fri 1/11/19	30SS,21	Marketing Intern
33	2nd report	Mon 1/28/19	Mon 1/28/19	32FS+2 wks	Marketing Intern
34	3rd report	Tue 2/12/19	Tue 2/12/19	33FS+2 wks	Marketing Intern
35	4th report	Wed 2/27/19	Wed 2/27/19	34FS+2 wks	Marketing Intern
36	5th report	Thu 3/14/19	Thu 3/14/19	35FS+2 wks	Marketing Intern
37	6th report	Fri 3/29/19	Fri 3/29/19	36FS+2 wks	Marketing Intern
38	7th report	Mon 4/15/19	Mon 4/15/19	37FS+2 wks	Marketing Intern
39	8th report	Tue 4/30/19	Tue 4/30/19	38FS+2 wks	Marketing Intern
40	9th report	Wed 5/15/19	Wed 5/15/19	39FS+2 wks	Marketing Intern
41	10th report	Thu 5/30/19	Thu 5/30/19	40FS+2 wks	Marketing Intern
42	11th report	Fri 6/14/19	Fri 6/14/19	41FS+2 wks	Marketing Intern
43	12th report	Tue 7/2/19	Tue 7/2/19	42FS+2 wks	Marketing Intern
44	13th report	Wed 7/17/19	Wed 7/17/19	43FS+2 wks	Marketing Intern
45	14th report	Thu 8/1/19	Thu 8/1/19	44FS+2 wks	Marketing Intern
46	15th report	Fri 8/16/19	Fri 8/16/19	45FS+2 wks	Marketing Intern
47	Final report	Mon 8/19/19	Mon 8/19/19	119FF	Marketing Intern
48	Publishers	Thu 12/20/18	Tue 8/20/19		
49	Explore publishing options	Thu 12/20/18	Wed 1/2/19	70	Marketing Intern[25%]
50	Decide on publisher / self-publish	Wed 1/2/19	Wed 1/2/19	49	Game Producer
51	Create publisher report template	Fri 1/4/19	Fri 1/4/19	50FS+1 day	Marketing Intern

52	Update stakeholders	Fri 1/25/19	Tue 8/20/19	77SS+1 day	Game Producer,Marketing Intern
53	Game Production	Wed 11/7/18	Mon 8/19/19		
54	Pre-Production	Wed 11/7/18	Wed 1/16/19		
55	Concept Phase	Wed 11/7/18	Fri 12/14/18		
56	Initial Concept	Wed 11/7/18	Wed 11/14/18		
57	Brainstorm	Wed 11/7/18	Wed 11/7/18		Game Designer,Game Producer
58	Early concept design	Thu 11/8/18	Wed 11/14/18	57	Game Designer,Game Producer
59	Concept approval	Wed 11/14/18	Wed 11/14/18	58	Game Designer,Game Producer
60	Concept refinement	Thu 11/15/18	Fri 12/14/18	56	
61	Define mission statement	Thu 11/15/18	Mon 11/19/18		Game Designer,Game Producer
62	Define game setting	Tue 11/20/18	Mon 11/26/18	61	Game Designer,Artist Contractor
63	Define core gameplay mechanics	Tue 11/27/18	Mon 12/3/18	62	Game Designer
64	Outline art direction	Fri 12/7/18	Thu 12/13/18	62,10	Artist Contractor
65	Outline music and sound direction	Thu 12/6/18	Wed 12/12/18	62,7	Audio Contractor
66	Risk Analysis	Fri 12/14/18	Fri 12/14/18	63,64,65	Artist Contractor,Audio Contractor,Game Designer,Game Producer
67	Prototype	Mon 12/17/18	Wed 1/16/19		
68	Set prototype environment	Mon 12/17/18	Wed 12/19/18		
69	Decide technology platform	Mon 12/17/18	Tue 12/18/18	60,15	Engineer 1,Engineer 2
70	Define prototype scope	Wed 12/19/18	Wed 12/19/18	63,69	Game Producer,Game Designer,Engineer 1,Engineer 2
71	Create key game elements	Wed 12/19/18	Wed 1/16/19	60,68	
72	Development Sprint 0	Wed 12/19/18	Wed 1/16/19		Artist Contractor[90%],Audio Contractor,Engineer 1

					Contractor,Engineer 1[50%],Engineer 2,Game Designer
73	Complete pre-production prototype	Wed 1/16/19	Wed 1/16/19	72	Artist Contractor,Audio Contractor,Engineer 1,Engineer 2,Game Designer
74	Set production pipeline	Thu 12/20/18	Wed 1/16/19	71SS	
75	Define production pipeline	Thu 12/20/18	Wed 1/2/19		Engineer 1[50%],Artist Contractor[10%]
76	Test & integrate asset pipeline	Thu 1/3/19	Wed 1/16/19	75	Engineer 1[50%],Artist Contractor[10%]
77	Production	Thu 1/24/19	Mon 5/27/19	67FS+5 days	