

Roye\_JungleThunder\_MPP

| ID |  Task Mode | Task Name                                                                                                 | Duration          | Start              | Finish             | Predecessors | Resource Names                                                                    |
|----|---------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|-------------------|--------------------|--------------------|--------------|-----------------------------------------------------------------------------------|
| 1  |            | <b>Demo Milestone</b>                                                                                     | <b>23.04 days</b> | <b>Thu 6/14/12</b> | <b>Thu 10/4/12</b> |              |                                                                                   |
| 2  |            | <b>Proof of Concept Tech Sprint</b>                                                                       | <b>4.19 days</b>  | <b>Thu 6/14/12</b> | <b>Sat 6/30/12</b> |              |                                                                                   |
| 3  |            | Sandbox level proving primary weapon mechanics                                                            | 2.5 hrs           |                    |                    |              | Jason Omahen                                                                      |
| 4  |            | Jacks Cannon initial functionality in Unreal script                                                       | 8 hrs             |                    |                    |              | Ben Roye, Lincoln Li                                                              |
| 5  |            | Whitebox level to demonstrate intended pacing and difficulty                                              | 24.5 hrs          |                    |                    |              | Ben Roye, Brittney Hacker, Jason Omahen, Lincoln Li, Michael Viscio, Zach Dobroff |
| 6  |            | Initial lighting for whitebox level                                                                       | 4.5 hrs           |                    |                    |              | Ben Roye, Lincoln Li, Zach Dobroff                                                |
| 7  |            | Initial nav points and player starts                                                                      | 2.5 hrs           |                    |                    |              | Ben Roye, Lincoln Li                                                              |
| 8  |            | Reference level to demonstrate look and feel of game                                                      | 34.5 hrs          |                    |                    |              | Brittney Hacker, Michael Viscio                                                   |
| 9  |            | Production level to demonstrate project set-up, level streaming, menus, music, sounds, and source control | 13 hrs            |                    |                    |              | Ben Roye, Zach Dobroff                                                            |
| 10 |          | Perforce functionality                                                                                    | 1 hr              |                    |                    |              | Jason Omahen                                                                      |
| 11 |          | CTF network server set up                                                                                 | 6 hrs             |                    |                    |              | Jason Omahen                                                                      |
| 12 |          | Level streaming functionality                                                                             | 2 hrs             |                    |                    |              | Ben Roye                                                                          |

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| ID                     |  | Task Mode                                                                           | Task Name                                                                | Duration         | Start             | Finish               | Predecessors | Resource Names                                 |
| 13                     |                                                                                   |    | Meny skeleton for single player, multiplayer, credits, controls and exit | 6 hrs            |                   |                      |              | Lincoln Li                                     |
| 14                     |                                                                                   |    | HUD skeleton for health, ammo, weapon selection and reticle              | 6 hrs            |                   |                      |              | Lincoln Li                                     |
| 15                     |                                                                                   |    | 2 weapon particle effects                                                | 3 hrs            |                   |                      |              | Zach Dobroff                                   |
| 16                     |                                                                                   |    | 1 music track                                                            | 2 hrs            |                   |                      |              | Ben Roye                                       |
| 17                     |                                                                                   |    | 2 weapon sound effects                                                   | 3 hrs            |                   |                      |              | Ben Roye                                       |
| 18                     |                                                                                   |    | 1 player voice over                                                      | 3 hrs            |                   |                      |              | Ben Roye                                       |
| 19                     |                                                                                   |    | Documentation                                                            | 35 hrs           |                   |                      |              | Brittney Hacker,Michael Viscio,Jason Omahen,Li |
| 20                     |                                                                                   |    | Instructional sheets                                                     | 2.5 hrs          |                   |                      |              | Jason Omahen,Lincoln Li                        |
| 21                     |                                                                                   |    | Initial class selection for 2 characters                                 | 7 hrs            |                   |                      |              | Jason Omahen                                   |
| 22                     |                                                                                   |    | Class ability functionality                                              | 10 hrs           |                   |                      |              | Jason Omahen                                   |
| 23                     |                                                                                   |    | <b>Proof of Concept Gameplay Sprint</b>                                  | <b>6.54 days</b> | <b>Tue 8/7/12</b> | <b>Mon 8/27/12 2</b> |              |                                                |
| 24                     |                                                                                   |  | Capture the flag level using existing whitebox                           | 24.5 hrs         |                   |                      |              | Ben Roye,Lincoln Li,Zach Dobroff               |
| 25                     |                                                                                   |  | Jacks cannon implementation                                              | 4 hrs            |                   |                      |              | Ben Roye,Jason Omahen,Lincoln Li               |
| 26                     |                                                                                   |  | Sunction Cup Crossbow implementation                                     | 2.5 hrs          |                   |                      |              | Ben Roye,Jason Omahen,Zach Dobroff             |
| 27                     |                                                                                   |  | Class selection functionality                                            | 3 hrs            |                   |                      |              | Brittney Hacker,Jason Omahen                   |

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| ID                     |  | Task Mode                                                                           | Task Name                                                  | Duration | Start | Finish | Predecessors | Resource Names                                                               |
| 28                     |                                                                                   |    | 2 weapon particle effects (Jack Cannon primary, Medic Gun) | 10 hrs   |       |        |              | Brittney Hacker,Michael Viscio,Zach Dobroff                                  |
| 29                     |                                                                                   |    | Medic heal                                                 | 3 hrs    |       |        |              | Ben Roye,Jason Omahen                                                        |
| 30                     |                                                                                   |    | Sniper pull                                                | 3.5 hrs  |       |        |              | Jason Omahen,Michael Viscio                                                  |
| 31                     |                                                                                   |    | Engineer change kit                                        | 3.5 hrs  |       |        |              | Jason Omahen                                                                 |
| 32                     |                                                                                   |    | 1 of 4 (speed) soldier buffs                               | 5.5 hrs  |       |        |              | Brittney Hacker,Jason Omahen                                                 |
| 33                     |                                                                                   |    | Create and implement ability pistol                        | 5 hrs    |       |        |              | Jason Omahen,Michael Viscio                                                  |
| 34                     |                                                                                   |    | Military base BSP final                                    | 1.5 hrs  |       |        |              | Lincoln Li                                                                   |
| 35                     |                                                                                   |    | Lego base BSP final                                        | 3 hrs    |       |        |              | Ben Roye                                                                     |
| 36                     |                                                                                   |    | Volcano BSP final                                          | 6 hrs    |       |        |              | Zach Dobroff                                                                 |
| 37                     |                                                                                   |    | Initial character AI                                       | 5.5 hrs  |       |        |              | Jason Omahen                                                                 |
| 38                     |                                                                                   |    | Implement weapons from other teams                         | 1.5 hrs  |       |        |              | Jason Omahen                                                                 |
| 39                     |                                                                                   |    | 10 voiceover sounds implemented                            | 5 hrs    |       |        |              | Ben Roye,Jason Omahen                                                        |
| 40                     |                                                                                   |   | Documentation & meetings                                   | 52.3 hrs |       |        |              | Ben Roye,Brittney Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff |
| 41                     |                                                                                   |  | Lighting and post processing                               | 4 hrs    |       |        |              | Ben Roye,Lincoln Li                                                          |
| 42                     |                                                                                   |  | Key Env. Piece, Artist: Volcano                            | 5.25 hrs |       |        |              | Michael Viscio                                                               |
| 43                     |                                                                                   |  | Key Env. Piece, LD: Volcano                                | 7.25 hrs |       |        |              | Lincoln Li,Michael Viscio                                                    |
| 44                     |                                                                                   |  | POCG Milestone Day                                         | 18 hrs   |       |        |              | Ben Roye,Brittney Hacker,Jason Omahen,Lincoln Li                             |
| 45                     |                                                                                   |  | Modular Lego Wall                                          | 8.75 hrs |       |        |              | Michael Viscio                                                               |
| 46                     |                                                                                   |  | Ball                                                       | 6.75 hrs |       |        |              | Michael Viscio                                                               |
| 47                     |                                                                                   |  | Spring (Part 1)                                            | 0.5 hrs  |       |        |              | Michael Viscio                                                               |

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| ID |  | Task Mode                                                                           | Task Name                                                                                                        | Duration         | Start              | Finish             | Predecessors | Resource Names                                                               |
|----|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|------------------|--------------------|--------------------|--------------|------------------------------------------------------------------------------|
| 48 |                                                                                   |    | Toy Tree (Modify tree to make shrub)                                                                             | 7 hrs            |                    |                    |              | Brittney Hacker                                                              |
| 49 |                                                                                   |    | Rock/Boulder                                                                                                     | 5 hrs            |                    |                    |              | Brittney Hacker                                                              |
| 50 |                                                                                   |    | Toy Key                                                                                                          | 10 hrs           |                    |                    |              | Brittney Hacker                                                              |
| 51 |                                                                                   |    | <b>Alpha Milestone</b>                                                                                           | <b>4.44 days</b> | <b>Mon 8/27/12</b> | <b>Thu 9/13/12</b> | <b>23</b>    |                                                                              |
| 52 |                                                                                   |    | Alpha Production Tasks                                                                                           | 35.5 hrs         |                    |                    |              | Ben Roye,Brittney Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff |
| 53 |                                                                                   |    | HUD: Ammo counter, weapon selected, armor, health, flag carrier, team scores                                     | 7 hrs            |                    |                    |              | Ben Roye,Jason Omahen                                                        |
| 54 |                                                                                   |    | Selection Menu for 4 classes (Sniper, Soldier, Medic, Engineer)                                                  | 3.5 hrs          |                    |                    |              | Ben Roye,Jason Omahen                                                        |
| 55 |                                                                                   |    | Crosshairs 2 states per weapon: Jacks Cannon, Suction Cup Crossbow, Nurf Pistol, Flurby Launcher, Marble Shooter | 4 hrs            |                    |                    |              | Lincoln Li                                                                   |
| 56 |                                                                                   |  | Party Member Health and Location                                                                                 | 3.5 hrs          |                    |                    |              | Ben Roye,Jason Omahen,Zach Dobroff                                           |
| 57 |                                                                                   |  | Final HUD: Ammo counter, weapon selected, health, flag carrier, Crosshairs, etc.                                 | 7 hrs            |                    |                    |              | Michael Viscio                                                               |

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| 58 |                                                                                   |    | Placeholder Menu System for Splashes, Main Menu, Controls, Credits, Exit, Intro Matinee: Placeholder Art, Final Button Functionality                                  | 14 hrs   |       |        |              | Ben Roye,Lincoln Li,Michael Viscio                |
| 59 |                                                                                   |    | 12 Particles: 3 Weapons (Suction Cup Crossbow, Medic Pistol, Jacks Cannon), 2 Abilities (Sniper Pulling, Soldier Buffing), 4 Buffs (Soldier, Sniper, Engineer, Medic) | 25.5 hrs |       |        |              | Ben Roye,Jason Omahen,Michael Viscio,Zach Dobroff |
| 60 |                                                                                   |    | Area Tasks                                                                                                                                                            | 5 hrs    |       |        |              | Lincoln Li,Zach Dobroff                           |
| 61 |                                                                                   |    | Iterate Flow and Path Nodes                                                                                                                                           | 2.5 hrs  |       |        |              | Lincoln Li                                        |
| 62 |                                                                                   |    | Implement Completed Art (Clutter)                                                                                                                                     | 2 hrs    |       |        |              | Lincoln Li,Zach Dobroff                           |
| 63 |                                                                                   |  | Iterate Lighting                                                                                                                                                      | 1.5 hrs  |       |        |              | Lincoln Li                                        |
| 64 |                                                                                   |  | Jacks Cannon: Model, Texture, Animation                                                                                                                               | 31 hrs   |       |        |              | Michael Viscio                                    |
| 65 |                                                                                   |  | Crossbow: Model, Texture, Animation                                                                                                                                   | 20 hrs   |       |        |              | Brittney Hacker                                   |
| 66 |                                                                                   |  | Suction Cup Projectile: Model, Texture, Particle System                                                                                                               | 0 days   |       |        |              | Michael Viscio                                    |



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| ID                     |  | Task Mode                                                                           | Task Name                                                                                                             | Duration | Start | Finish | Predecessors | Resource Names                                                              |
| 83                     |                                                                                   |    | Beta Production Tasks (Meetings, Docs, Scrum, Installer)                                                              | 26.5 hrs |       |        |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff |
| 84                     |                                                                                   |    | HUD Programming Tasks                                                                                                 | 2.5 hrs  |       |        |              | Jason Omahen,Michael Viscio                                                 |
| 85                     |                                                                                   |    | Final HUD Art                                                                                                         | 7.5 hrs  |       |        |              | Ben Roye,Brittny Hacker,Zach Dobroff                                        |
| 86                     |                                                                                   |    | Final Menu Art and Functionality (Credits, Multi, Single, Controls, Team and Game Splash, Score Screen, Pause Menu)   | 11 hrs   |       |        |              | Ben Roye,Brittny Hacker,Lincoln Li,Michael Viscio,Jason Omahen              |
| 87                     |                                                                                   |    | Polish Clutter Placement and World Feel                                                                               | 4.25 hrs |       |        |              | Zach Dobroff                                                                |
| 88                     |                                                                                   |    | Post Processing Lighting                                                                                              | 0.5 hrs  |       |        |              | Ben Roye                                                                    |
| 89                     |                                                                                   |    | Particle Polish                                                                                                       | 1.5 hrs  |       |        |              | Brittny Hacker,Jason Omahen,Michael Viscio,Za                               |
| 90                     |                                                                                   |    | Match Progress: Every Score Until a Team Scores 2, Camera Shake and Shake Noise and Pop-up Text "Volcano is unstable" | 2.25 hrs |       |        |              | Ben Roye,Jason Omahen,Lincoln Li                                            |
| 91                     |                                                                                   |  | Matinee: Ending Showing Lego or Log Base Destroyed                                                                    | 7.25 hrs |       |        |              | Lincoln Li                                                                  |

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| ID                      |  | Task Mode                                                                           | Task Name                                                                                                               | Duration         | Start              | Finish             | Predecessors | Resource Names                                                               |
| 92                      |                                                                                   |    | Marketing Materials (Poster, Disk Art, DVD Case Art)                                                                    | 6 hrs            |                    |                    |              | Brittney Hacker,Michael Viscio                                               |
| 93                      |                                                                                   |    | Overall Gamplay Testing and Balance (Flow, Buffs, Teamwork)                                                             | 9 hrs            |                    |                    |              | Brittney Hacker,Jason Omahen,Zach Dobroff                                    |
| 94                      |                                                                                   |    | Art Bug Fixes                                                                                                           | 7 hrs            |                    |                    |              | Brittney Hacker,Michael Viscio                                               |
| 95                      |                                                                                   |    | Misc. Bug Fix Day                                                                                                       | 3.5 hrs          |                    |                    |              | Jason Omahen                                                                 |
| 96                      |                                                                                   |    | Kill and Damage Enemies Feedback                                                                                        | 0.5 hrs          |                    |                    |              | Jason Omahen                                                                 |
| 97                      |                                                                                   |    | Beta Sounds (Volcano Erupting, Rock Crumbling Upon Impact, Lava Flow Sludge Sound, Sniper Pull and Soldier Buff Sounds) | 2 hrs            |                    |                    |              | Ben Roye,Jason Omahen                                                        |
| 98                      |                                                                                   |    | Final Xbox Controller                                                                                                   | 0.25 hrs         |                    |                    |              | Jason Omahen                                                                 |
| 99                      |                                                                                   |    | Final Voiceovers                                                                                                        | 1.5 hrs          |                    |                    |              | Ben Roye,Jason Omahen                                                        |
| 100                     |                                                                                   |    | Wednesday, Sept. 19 - Kleenex Testing and Report                                                                        | 9 hrs            |                    |                    |              | Ben Roye,Brittney Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff |
| 101                     |                                                                                   |  | Wednesday, Sept. 26 - Sprint Retrospective                                                                              | 6 hrs            |                    |                    |              | Ben Roye,Brittney Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff |
| 102                     |                                                                                   |  | Thursday, Sept. 27 - Beta Milestone Day                                                                                 | 18 hrs           |                    |                    |              | Ben Roye,Brittney Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff |
| 103                     |                                                                                   |  | <b>RTM Milestone</b>                                                                                                    | <b>2.25 days</b> | <b>Wed 9/26/12</b> | <b>Thu 10/4/12</b> | <b>82</b>    |                                                                              |



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| ID                     |  | Task Mode                                                                           | Task Name                                                                                    | Duration           | Start              | Finish             | Predecessors | Resource Names                                                                         |
| 104                    |                                                                                   |    | RTM Production Tasks (Meetings, Docs, Scrums, Installer)                                     | 7.5 hrs            |                    |                    |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff            |
| 105                    |                                                                                   |    | Post Mortem                                                                                  | 5.5 hrs            |                    |                    |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff            |
| 106                    |                                                                                   |    | Wiki                                                                                         | 7.5 hrs            |                    |                    |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff            |
| 107                    |                                                                                   |    | Portfolio                                                                                    | 8 hrs              |                    |                    |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff            |
| 108                    |                                                                                   |    | Prepare for Presentation                                                                     | 7.5 hrs            |                    |                    |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff            |
| 109                    |                                                                                   |    | RTM Milestone Day                                                                            | 18 hrs             |                    |                    |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff            |
| 110                    |                                                                                   |    | MOAR HOURS TO WORK!!                                                                         | 18 hrs             |                    |                    |              | Ben Roye,Brittny Hacker,Jason Omahen,Lincoln Li,Michael Viscio,Zach Dobroff            |
| 111                    |                                                                                   |    |                                                                                              |                    |                    |                    |              |                                                                                        |
| 112                    |                                                                                   |    | <b>Jungle Thunder Full Game Plan</b>                                                         | <b>354.19 days</b> | <b>Mon 5/13/13</b> | <b>Fri 5/2/14</b>  |              |                                                                                        |
| 113                    |                                                                                   |    | <b>Pre-Production Milestone</b>                                                              | <b>27.5 days</b>   | <b>Mon 5/13/13</b> | <b>Sun 6/9/13</b>  | <b>103</b>   |                                                                                        |
| 114                    |                                                                                   |    | <b>Sprint Planning Meeting</b>                                                               | <b>1 day</b>       | <b>Mon 5/13/13</b> | <b>Mon 5/13/13</b> | <b>103</b>   |                                                                                        |
| 115                    |                                                                                   |    | <b>Pre-Production Sprint</b>                                                                 | <b>26.5 days</b>   | <b>Tue 5/14/13</b> | <b>Sun 6/9/13</b>  | <b>114</b>   |                                                                                        |
| 116                    |  |    | Demo Post Mortem Q and A                                                                     | 28 hrs             | Wed 5/15/13        | Sat 5/25/13        |              | Artist 2,Artist 1,Level Designer 1,Level Designer 2,Producer,Programmer                |
| 117                    |                                                                                   |  | How to Succeed on Xbox 360 and PC Discussion                                                 | 7 days             | Tue 5/14/13        | Fri 5/24/13        |              | Artist 2,Artist 1,Level Designer 1,Level Designer 2,Producer,Programmer 1,Programmer 2 |
| 118                    |                                                                                   |  | Design 3 Modes: Multiplayer Assault, Multiplayer Capture the Flag, and Single Player Assault | 2 wks              | Sat 5/25/13        | Thu 6/6/13         |              | Level Designer 1,Level Designer 2,Producer                                             |

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| 119                    |                                                                                     |    | Design story overview                  | 8 days   | Tue 5/14/13 | Thu 5/23/13 |                | Producer,Level Designer 1,Level Designer 2                              |
| 120                    |                                                                                     |    | Design new art style or keep same      | 6 days   | Sat 5/18/13 | Mon 5/27/13 |                | Artist 2,Artist 1,Producer                                              |
| 121                    |                                                                                     |    | Bringing it all Together               | 1 day    | Thu 6/6/13  | Fri 6/7/13  | 116,117,118,11 | Artist 2,Artist 1,Level Designer 1,Level Designer 2,Producer,Programmer |
| 122                    |                                                                                     |    | Design UI                              | 8 days   | Fri 5/17/13 | Sun 6/9/13  |                | Artist 1,Level Designer 1,Producer,Programmer                           |
| 123                    |                                                                                     |    | List all Tasks to be Completed         | 1 day    | Mon 6/3/13  | Tue 6/4/13  |                | Producer                                                                |
| 124                    |                                                                                     |    | Critical Path Established              | 1 day    | Tue 6/4/13  | Wed 6/5/13  |                | Producer                                                                |
| 125                    |                                                                                     |    | Make all Scrum Boards                  | 4 hrs    | Wed 6/5/13  | Wed 6/5/13  |                | Producer                                                                |
| 126                    |                                                                                     |    | Write Product Backlog                  | 2 days   | Thu 5/30/13 | Sat 6/1/13  |                | Producer                                                                |
| 127                    |                                                                                     |    | Write ADP                              | 2 days   | Sat 6/1/13  | Mon 6/3/13  |                | Producer                                                                |
| 128                    |                                                                                     |    | Write GDD                              | 2 days   | Fri 6/7/13  | Sun 6/9/13  |                | Level Designer 1                                                        |
| 129                    |    |    | Design 2 classes                       | 6 days   | Tue 5/14/13 | Tue 5/21/13 |                | Level Designer 1,Level Designer 2,Artist 1,Artist                       |
| 130                    |    |    | Write LDD for 14 levels                | 2 wks    | Mon 5/20/13 | Sat 6/1/13  |                | Level Designer 2,Level Designer 1                                       |
| 131                    |                                                                                     |    | Design and concept 14 new environments | 1 wk     | Tue 5/14/13 | Sat 5/18/13 |                | Artist 1,Level Designer 1                                               |
| 132                    |                                                                                     |  | Design and concept 15 new guns         | 17 days  | Mon 5/20/13 | Thu 6/6/13  |                | Artist 1,Artist 2                                                       |
| 133                    |  |  | Write ASG                              | 2 days   | Fri 5/24/13 | Fri 6/7/13  |                | Artist 1                                                                |
| 134                    |  |  | Write TDD                              | 2 days   | Tue 5/14/13 | Wed 5/15/13 |                | Programmer 1                                                            |
| 135                    |                                                                                     |  | Set up Issue Manager                   | 4 hrs    | Wed 5/15/13 | Wed 5/15/13 |                | Programmer 2                                                            |
| 136                    |                                                                                     |  | Set up Source Control                  | 1 day    | Sun 5/19/13 | Mon 5/20/13 |                | Programmer 1                                                            |

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| 137 |                                                                                   |    | <b>Proof of Concept<br/>Gameplay Milestone: 2<br/>new class abilities, 4<br/>new weapons, 2 new<br/>environment sets (not<br/>levels), menu and hud<br/>skeletons</b> | <b>45.19 days</b> | <b>Sun 6/9/13</b>  | <b>Wed 7/24/13</b> | <b>113</b>   |                                                                         |
| 138 |                                                                                   |    | <b>Sprint Retrospective</b>                                                                                                                                           | <b>1 day</b>      | <b>Sun 6/9/13</b>  | <b>Mon 6/10/13</b> | <b>113</b>   |                                                                         |
| 139 |                                                                                   |    | Sprint Planning Meeting                                                                                                                                               | 1 day             | Sun 6/9/13         | Mon 6/10/13        | 113          | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer |
| 140 |                                                                                   |    | <b>POCG Sprint 1</b>                                                                                                                                                  | <b>23.19 days</b> | <b>Mon 6/10/13</b> | <b>Wed 7/3/13</b>  | <b>139</b>   |                                                                         |
| 141 |                                                                                   |    | Interate Documents                                                                                                                                                    | 13 days           | Mon 6/10/13        | Wed 6/26/13        |              | Artist 1,Level Designer 1,Producer,Programmer 1                         |
| 142 |                                                                                   |    | Create whitebox                                                                                                                                                       | 1 day             | Mon 6/10/13        | Tue 6/11/13        |              | Level Designer 2                                                        |
| 143 |                                                                                   |    | Light whitebox                                                                                                                                                        | 4 hrs             | Sun 6/16/13        | Sun 6/16/13        |              | Level Designer 1                                                        |
| 144 |                                                                                   |    | Nav point WB                                                                                                                                                          | 6 hrs             | Tue 6/11/13        | Wed 6/12/13        |              | Level Designer 2                                                        |
| 145 |                                                                                   |    | Level streaming WB                                                                                                                                                    | 4 hrs             | Wed 6/12/13        | Wed 6/12/13        |              | Level Designer 2                                                        |
| 146 |                                                                                   |    | Cast, record and implement placeholder VO                                                                                                                             | 1 day             | Tue 6/18/13        | Wed 6/19/13        |              | Producer                                                                |
| 147 |                                                                                   |    | Menu skeleton                                                                                                                                                         | 2 days            | Mon 6/10/13        | Thu 6/20/13        |              | Producer,Programmer 1,Artist 2                                          |
| 148 |                                                                                   |   | HUD skeleton                                                                                                                                                          | 4 days            | Tue 6/11/13        | Sat 6/22/13        |              | Producer,Programmer 1,Artist 2                                          |
| 149 |                                                                                   |  | Music placeholder                                                                                                                                                     | 2 hrs             | Thu 6/20/13        | Thu 6/20/13        |              | Producer                                                                |
| 150 |                                                                                   |  | Sounds placeholder                                                                                                                                                    | 1 day             | Wed 6/19/13        | Thu 6/20/13        |              | Producer,Programmer 2                                                   |
| 151 |                                                                                   |  | 2 New class abilities implemented                                                                                                                                     | 4 days            | Mon 6/17/13        | Thu 6/27/13        |              | Programmer 1,Programmer 2                                               |
| 152 |                                                                                   |  | Create base of AI component                                                                                                                                           | 8 days            | Mon 6/10/13        | Fri 6/21/13        |              | Programmer 1,Programmer 2                                               |
| 153 |                                                                                   |  | Networking                                                                                                                                                            | 6 days            | Fri 6/14/13        | Tue 6/25/13        |              | Programmer 1,Programmer 2                                               |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                     |                                                 |           |             |             |                |                                                                         |
|------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------|-----------|-------------|-------------|----------------|-------------------------------------------------------------------------|
| ID                     |  | Task Mode                                                                           | Task Name                                       | Duration  | Start       | Finish      | Predecessors   | Resource Names                                                          |
| 154                    |                                                                                   |    | Converge work                                   | 1 day     | Thu 6/27/13 | Fri 6/28/13 | 141,142,143,14 | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 155                    |                                                                                   |    | Group Playtest                                  | 2 days    | Fri 6/28/13 | Sun 6/30/13 | 154            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 156                    |                                                                                   |    | Kleenex Test                                    | 1 day     | Sun 6/30/13 | Mon 7/1/13  | 154            | Producer                                                                |
| 157                    |                                                                                   |    | Balance and bug-fix                             | 2 days    | Mon 7/1/13  | Wed 7/3/13  | 155,156        | Programmer 1,Programmer 2                                               |
| 158                    |                                                                                   |    | Create 2 weapon art and anim and import to UDK  | 10 days   | Mon 6/10/13 | Thu 6/20/13 |                | Artist 1                                                                |
| 159                    |                                                                                   |    | Create 1 environment with all necessary clutter | 10 days   | Wed 6/12/13 | Mon 6/24/13 |                | Artist 2                                                                |
| 160                    |                                                                                   |    | Sprint Retrospective                            | 1 day     | Wed 7/3/13  | Thu 7/4/13  | 140            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 161                    |                                                                                   |    | Sprint Planning Meeting                         | 1 day     | Thu 7/4/13  | Fri 7/5/13  | 160            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer |
| 162                    |                                                                                   |    | POCG Sprint 2                                   | 19 days   | Fri 7/5/13  | Wed 7/24/13 | 161            |                                                                         |
| 163                    |                                                                                   |    | Iterate Documents                               | 4 days    | Fri 7/5/13  | Tue 7/9/13  |                | Artist 1,Level Designer 1,Producer,Programmer 1                         |
| 164                    |                                                                                   |    | Update placeholder VO                           | 2 days    | Fri 7/5/13  | Sun 7/7/13  |                | Producer                                                                |
| 165                    |                                                                                   |    | Update menu skeleton                            | 3 days    | Fri 7/5/13  | Tue 7/16/13 |                | Artist 2,Producer,Programmer 1                                          |
| 166                    |                                                                                   |   | Update HUD skeleton                             | 3 days    | Fri 7/5/13  | Wed 7/17/13 |                | Artist 2,Producer,Programmer 1                                          |
| 167                    |                                                                                   |  | Add 1 music track                               | 1 day     | Sun 7/7/13  | Mon 7/8/13  |                | Producer                                                                |
| 168                    |                                                                                   |  | Update sound placeholders                       | 2 days    | Mon 7/8/13  | Mon 7/15/13 |                | Producer,Programmer 1                                                   |
| 169                    |                                                                                   |  | AI Polish                                       | 4 days    | Fri 7/5/13  | Wed 7/10/13 |                | Programmer 1,Programmer 2                                               |
| 170                    |                                                                                   |  | Networking polish                               | 3 days    | Fri 7/5/13  | Thu 7/11/13 |                | Programmer 1,Programmer 2                                               |
| 171                    |                                                                                   |  | Converge work                                   | 1 day     | Wed 7/17/13 | Thu 7/18/13 | 163,164,165,16 | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 172                    |                                                                                   |  | Group Playtest                                  | 1 day     | Thu 7/18/13 | Fri 7/19/13 | 171            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 173                    |                                                                                   |  | Kleenex Test                                    | 1.31 days | Thu 7/18/13 | Sat 7/20/13 | 171            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                     |                                                                                                                                               |                |                    |                    |              |                                                                                        |
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| ID                     |  | Task Mode                                                                           | Task Name                                                                                                                                     | Duration       | Start              | Finish             | Predecessors | Resource Names                                                                         |
| 174                    |                                                                                   |    | Balance and bug-fix                                                                                                                           | 2 days         | Sat 7/20/13        | Mon 7/22/13        | 172,173      | Programmer 1,Programmer 2                                                              |
| 175                    |                                                                                   |    | Create weapon #3 and #4 art and anim and import into UDK                                                                                      | 10 days        | Fri 7/5/13         | Mon 7/15/13        |              | Artist 1                                                                               |
| 176                    |                                                                                   |    | Create environment #2 and all necessary clutter                                                                                               | 10 days        | Fri 7/5/13         | Mon 7/15/13        |              | Artist 2                                                                               |
| 177                    |                                                                                   |    | Prepare for POCG Milestone: 2 new class abilities, 4 new weapons, 2 new environment sets (not levels), menu and hud skeletons                 | 1 day          | Mon 7/22/13        | Tue 7/23/13        | 174          | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer 1,Programmer 2 |
| 178                    |                                                                                   |    | Milestone Day                                                                                                                                 | 1 day          | Tue 7/23/13        | Wed 7/24/13        | 177          | Artist 1,Artist 2,Level Designer 1,Level Designer                                      |
| 179                    |                                                                                   |    | <b>Vertical Slice Milestone: Weapons #5 and #6, Environment sets #3 and #4, menu and hud polish, Completed levels #1-4, 2 new class skins</b> | <b>53 days</b> | <b>Wed 7/24/13</b> | <b>Sun 9/15/13</b> | <b>137</b>   |                                                                                        |
| 180                    |                                                                                   |  | <b>Sprint Retrospective</b>                                                                                                                   | <b>1 day</b>   | <b>Wed 7/24/13</b> | <b>Thu 7/25/13</b> | <b>137</b>   | <b>Artist 1,Artist 2,Level Designer 1,Level Designer</b>                               |
| 181                    |                                                                                   |  | <b>Sprint Planning Meeting</b>                                                                                                                | <b>1 day</b>   | <b>Thu 7/25/13</b> | <b>Fri 7/26/13</b> | <b>180</b>   | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b>         |
| 182                    |                                                                                   |  | <b>VS Sprint 1</b>                                                                                                                            | <b>29 days</b> | <b>Fri 7/26/13</b> | <b>Sat 8/24/13</b> | <b>181</b>   |                                                                                        |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                     |                                                              |                |                    |                    |                |                                                                                |
|------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------|----------------|--------------------|--------------------|----------------|--------------------------------------------------------------------------------|
| ID                     |  | Task Mode                                                                           | Task Name                                                    | Duration       | Start              | Finish             | Predecessors   | Resource Names                                                                 |
| 183                    |                                                                                   |    | Create 2 new environments (#3 and #4) and associated clutter | 20 days        | Fri 7/26/13        | Thu 8/15/13        |                | Artist 1,Artist 2                                                              |
| 184                    |                                                                                   |    | Iterate Documents                                            | 4 days         | Fri 7/26/13        | Tue 7/30/13        |                | Artist 1,Level Designer 1,Producer,Programmer 1                                |
| 185                    |                                                                                   |    | Update menu skeleton                                         | 4 days         | Fri 7/26/13        | Sat 8/3/13         |                | Artist 2,Producer,Programmer 2                                                 |
| 186                    |                                                                                   |    | Update HUD skeleton                                          | 4 days         | Fri 7/26/13        | Tue 7/30/13        |                | Artist 2,Producer,Programmer 2                                                 |
| 187                    |                                                                                   |    | Add 1 music track                                            | 1 day          | Sat 8/3/13         | Sun 8/4/13         |                | Producer                                                                       |
| 188                    |                                                                                   |    | Update sound placeholders                                    | 3 days         | Wed 7/31/13        | Sat 8/3/13         |                | Producer                                                                       |
| 189                    |                                                                                   |    | AI Polish                                                    | 4 days         | Tue 7/30/13        | Sat 8/3/13         |                | Programmer 1                                                                   |
| 190                    |                                                                                   |    | Networking polish                                            | 4 days         | Sat 8/3/13         | Wed 8/7/13         |                | Programmer 2                                                                   |
| 191                    |                                                                                   |    | Converge work                                                | 1 day          | Sat 8/17/13        | Sun 8/18/13        | 183,184,186,18 | Artist 1,Artist 2,Level Designer 1,Level Designer                              |
| 192                    |                                                                                   |    | Group Playtest                                               | 1 day          | Sun 8/18/13        | Mon 8/19/13        | 191            | Artist 1,Artist 2,Level Designer 1,Level Designer                              |
| 193                    |                                                                                   |    | Kleenex Test                                                 | 1 day          | Mon 8/19/13        | Tue 8/20/13        | 191            | Artist 1,Artist 2,Level Designer 1,Level Designer                              |
| 194                    |                                                                                   |    | Balance and bug-fix                                          | 4 days         | Tue 8/20/13        | Sat 8/24/13        | 192,193        | Programmer 1,Programmer 2                                                      |
| 195                    |                                                                                   |    | Create placeholder particles                                 | 2 days         | Thu 8/15/13        | Sat 8/17/13        |                | Artist 2                                                                       |
| 196                    |                                                                                   |  | Create Levels #1 and #2                                      | 10 days        | Fri 7/26/13        | Mon 8/5/13         |                | Level Designer 1,Level Designer 2                                              |
| 197                    |                                                                                   |  | <b>Sprint Retrospective</b>                                  | <b>1 day</b>   | <b>Sat 8/24/13</b> | <b>Sun 8/25/13</b> | <b>182</b>     | <b>Artist 1,Artist 2,Level Designer 1,Level Designer</b>                       |
| 198                    |                                                                                   |  | <b>Sprint Planning Meeting</b>                               | <b>1 day</b>   | <b>Sun 8/25/13</b> | <b>Mon 8/26/13</b> | <b>197</b>     | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b> |
| 199                    |                                                                                   |  | <b>VS Sprint 2</b>                                           | <b>20 days</b> | <b>Mon 8/26/13</b> | <b>Sun 9/15/13</b> | <b>198</b>     |                                                                                |
| 200                    |                                                                                   |  | 2 new class skins created and tested in UDK                  | 5 days         | Mon 8/26/13        | Sat 8/31/13        |                | Artist 1                                                                       |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                     |                                                          |          |             |             |                |                                                                                        |
|------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|----------------------------------------------------------|----------|-------------|-------------|----------------|----------------------------------------------------------------------------------------|
| ID                     |  | Task Mode                                                                           | Task Name                                                | Duration | Start       | Finish      | Predecessors   | Resource Names                                                                         |
| 201                    |                                                                                   |    | Create weapon #5 and #6 art and anim and import into UDK | 8 days   | Mon 8/26/13 | Tue 9/3/13  |                | Artist 2                                                                               |
| 202                    |                                                                                   |    | Iterate Documents                                        | 4 days   | Mon 8/26/13 | Fri 8/30/13 |                | Artist 1,Level Designer 1,Producer,Programmer 1                                        |
| 203                    |                                                                                   |    | Update menu skeleton                                     | 4 days   | Mon 8/26/13 | Fri 8/30/13 |                | Artist 2,Producer,Programmer 2                                                         |
| 204                    |                                                                                   |    | Update HUD skeleton                                      | 4 days   | Mon 8/26/13 | Tue 9/3/13  |                | Artist 2,Producer,Programmer 2                                                         |
| 205                    |                                                                                   |    | Add 1 music track                                        | 1 day    | Mon 9/2/13  | Tue 9/3/13  |                | Producer                                                                               |
| 206                    |                                                                                   |    | Update sound placeholders                                | 3 days   | Fri 8/30/13 | Mon 9/2/13  |                | Producer                                                                               |
| 207                    |                                                                                   |    | AI Polish                                                | 4 days   | Fri 8/30/13 | Tue 9/3/13  |                | Programmer 1                                                                           |
| 208                    |                                                                                   |    | Networking polish                                        | 4 days   | Tue 9/3/13  | Sat 9/7/13  |                | Programmer 2                                                                           |
| 209                    |                                                                                   |    | Converge work                                            | 1 day    | Sat 9/7/13  | Sun 9/8/13  | 200,201,202,20 | Artist 1,Artist 2,Level Designer 1,Level Designer                                      |
| 210                    |                                                                                   |    | Group Playtest                                           | 1 day    | Sun 9/8/13  | Mon 9/9/13  | 209            | Artist 1,Artist 2,Level Designer 1,Level Designer                                      |
| 211                    |                                                                                   |    | Kleenex Test                                             | 1 day    | Mon 9/9/13  | Tue 9/10/13 | 209            | Artist 1,Artist 2,Level Designer 1,Level Designer                                      |
| 212                    |                                                                                   |    | Balance and bug-fix                                      | 4 days   | Tue 9/10/13 | Sat 9/14/13 | 210,211        | Programmer 1,Programmer 2                                                              |
| 213                    |                                                                                   |    | Update placeholder particles                             | 2 days   | Tue 9/3/13  | Thu 9/5/13  |                | Artist 2                                                                               |
| 214                    |                                                                                   |  | Create levels #3 and #4                                  | 9 days   | Mon 8/26/13 | Wed 9/4/13  |                | Level Designer 1,Level Designer 2                                                      |
| 215                    |                                                                                   |  | Prepare for Vertical Slice Milestone                     | 1 day    | Sat 9/14/13 | Sun 9/15/13 | 212            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer 1,Programmer 2 |

| Roya_JungleThunder_MPP |                                                                                   |                                                                                     |                                                                                                                               |                 |                    |                    |                |                                                                                |
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| ID                     |  | Task Mode                                                                           | Task Name                                                                                                                     | Duration        | Start              | Finish             | Predecessors   | Resource Names                                                                 |
| 216                    |                                                                                   |    | <b>Alpha Milestone: Guns #7-15, Environments #5-15, Levels #5-15, Final HUD, Final Menu, Final Sounds and Music, Final AI</b> | <b>176 days</b> | <b>Sun 9/15/13</b> | <b>Mon 3/10/14</b> | <b>179</b>     |                                                                                |
| 217                    |                                                                                   |    | <b>Sprint Retrospective</b>                                                                                                   | <b>1 day</b>    | <b>Sun 9/15/13</b> | <b>Mon 9/16/13</b> | <b>179</b>     | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b> |
| 218                    |                                                                                   |    | Sprint Planning Meeting                                                                                                       | 1 day           | Mon 9/16/13        | Tue 9/17/13        | 217            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer        |
| 219                    |                                                                                   |    | <b>Alpha Sprint 1</b>                                                                                                         | <b>19 days</b>  | <b>Tue 9/17/13</b> | <b>Sun 10/6/13</b> | <b>218</b>     |                                                                                |
| 220                    |                                                                                   |    | Create weapon #7 and #8 art and anim and import into UDK                                                                      | 8 days          | Tue 9/17/13        | Wed 9/25/13        |                | Artist 2                                                                       |
| 221                    |                                                                                   |    | Create Environment #5                                                                                                         | 8 days          | Tue 9/17/13        | Wed 9/25/13        |                | Artist 1                                                                       |
| 222                    |                                                                                   |    | Iterate Documents                                                                                                             | 4 days          | Tue 9/17/13        | Sat 9/21/13        |                | Artist 1,Level Designer 1,Producer,Programmer 1                                |
| 223                    |                                                                                   |    | Update menu skeleton                                                                                                          | 4 days          | Tue 9/17/13        | Sat 9/21/13        |                | Artist 2,Producer,Programmer 2                                                 |
| 224                    |                                                                                   |    | Update HUD skeleton                                                                                                           | 4 days          | Tue 9/17/13        | Wed 9/25/13        |                | Artist 2,Producer,Programmer 2                                                 |
| 225                    |                                                                                   |   | Add 1 music track                                                                                                             | 1 day           | Tue 9/24/13        | Wed 9/25/13        |                | Producer                                                                       |
| 226                    |                                                                                   |  | Update sound placeholders                                                                                                     | 3 days          | Sat 9/21/13        | Tue 9/24/13        |                | Producer                                                                       |
| 227                    |                                                                                   |  | AI Polish                                                                                                                     | 4 days          | Sat 9/21/13        | Wed 9/25/13        |                | Programmer 1                                                                   |
| 228                    |                                                                                   |  | Networking polish                                                                                                             | 4 days          | Wed 9/25/13        | Sun 9/29/13        |                | Programmer 2                                                                   |
| 229                    |                                                                                   |  | Converge work                                                                                                                 | 1 day           | Sun 9/29/13        | Mon 9/30/13        | 220,222,223,22 | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer        |
| 230                    |                                                                                   |  | Group Playtest                                                                                                                | 1 day           | Mon 9/30/13        | Tue 10/1/13        | 229            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer        |
| 231                    |                                                                                   |  | Kleenex Test                                                                                                                  | 1 day           | Tue 10/1/13        | Wed 10/2/13        | 229            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer        |
| 232                    |                                                                                   |  | Balance and bug-fix                                                                                                           | 4 days          | Wed 10/2/13        | Sun 10/6/13        | 230,231        | Programmer 1,Programmer 2                                                      |



| Roya_JungleThunder_MPP |                                                                                   |                                                                                   |                                                           |          |              |              |                |                                                                         |
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| ID                     |  | Task Mode                                                                         | Task Name                                                 | Duration | Start        | Finish       | Predecessors   | Resource Names                                                          |
| 233                    |                                                                                   |  | Update placeholder particles                              | 2 days   | Wed 9/25/13  | Fri 9/27/13  |                | Artist 2                                                                |
| 234                    |                                                                                   |  | Create levels #5                                          | 5 days   | Tue 9/17/13  | Sun 9/22/13  |                | Level Designer 1,Level Designer 2                                       |
| 235                    |                                                                                   |  | Sprint Retrospective                                      | 1 day    | Sun 10/6/13  | Mon 10/7/13  | 219            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 236                    |                                                                                   |  | Sprint Planning Meeting                                   | 1 day    | Mon 10/7/13  | Tue 10/8/13  | 235            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer |
| 237                    |                                                                                   |  | Alpha Sprint 2                                            | 19 days  | Tue 10/8/13  | Sun 10/27/13 | 236            |                                                                         |
| 238                    |                                                                                   |  | Create weapon #9 and #10 art and anim and import into UDK | 10 days  | Tue 10/8/13  | Fri 10/18/13 |                | Artist 2                                                                |
| 239                    |                                                                                   |  | Create Environment #6                                     | 8 days   | Tue 10/8/13  | Wed 10/16/13 |                | Artist 1                                                                |
| 240                    |                                                                                   |  | Iterate Documents                                         | 8 days   | Tue 10/8/13  | Thu 10/17/13 |                | Artist 1,Level Designer 1,Producer,Programmer 1                         |
| 241                    |                                                                                   |  | Update menu skeleton                                      | 4 days   | Tue 10/8/13  | Sat 10/12/13 |                | Artist 2,Producer,Programmer 2                                          |
| 242                    |                                                                                   |  | Update HUD skeleton                                       | 4 days   | Tue 10/8/13  | Wed 10/16/13 |                | Artist 2,Producer,Programmer 2                                          |
| 243                    |                                                                                   |  | Add 1 music track                                         | 1 day    | Tue 10/15/13 | Wed 10/16/13 |                | Producer                                                                |
| 244                    |                                                                                   |  | Update sound placeholders                                 | 3 days   | Sat 10/12/13 | Tue 10/15/13 |                | Producer                                                                |
| 245                    |                                                                                   |  | AI Polish                                                 | 4 days   | Sat 10/12/13 | Wed 10/16/13 |                | Programmer 1                                                            |
| 246                    |                                                                                   |  | Networking polish                                         | 4 days   | Wed 10/16/13 | Sun 10/20/13 |                | Programmer 2                                                            |
| 247                    |                                                                                   |  | Converge work                                             | 1 day    | Sun 10/20/13 | Mon 10/21/13 | 238,240,241,24 | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 248                    |                                                                                   |  | Group Playtest                                            | 1 day    | Mon 10/21/13 | Tue 10/22/13 | 247            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 249                    |                                                                                   |  | Kleenex Test                                              | 1 day    | Tue 10/22/13 | Wed 10/23/13 | 247            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 250                    |                                                                                   |  | Balance and bug-fix                                       | 4 days   | Wed 10/23/13 | Sun 10/27/13 | 248,249        | Programmer 1,Programmer 2                                               |

| Roya_JungleThunder_MPP |                                                                                   |                                                                                   |                                                           |                |                     |                     |                |                                                                         |
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| ID                     |  | Task Mode                                                                         | Task Name                                                 | Duration       | Start               | Finish              | Predecessors   | Resource Names                                                          |
| 251                    |                                                                                   |  | Update placeholder particles                              | 2 days         | Fri 10/18/13        | Sun 10/20/13        |                | Artist 2                                                                |
| 252                    |                                                                                   |  | Create levels #6                                          | 5 days         | Tue 10/8/13         | Sun 10/13/13        |                | Level Designer 1,Level Designer 2                                       |
| 253                    |                                                                                   |  | <b>Sprint Retrospective</b>                               | <b>1 day</b>   | <b>Sun 10/27/13</b> | <b>Mon 10/28/13</b> | <b>237</b>     | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2</b>              |
| 254                    |                                                                                   |  | Sprint Planning Meeting                                   | 1 day          | Mon 10/28/13        | Tue 10/29/13        | 253            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer |
| 255                    |                                                                                   |  | <b>Alpha Sprint 3</b>                                     | <b>19 days</b> | <b>Tue 10/29/13</b> | <b>Sun 11/17/13</b> | <b>254</b>     |                                                                         |
| 256                    |                                                                                   |  | Create weapon #11and #12 art and anim and import into UDK | 8 days         | Tue 10/29/13        | Wed 11/6/13         |                | Artist 2                                                                |
| 257                    |                                                                                   |  | Create Environment #7                                     | 8 days         | Tue 10/29/13        | Wed 11/6/13         |                | Artist 1                                                                |
| 258                    |                                                                                   |  | Iterate Documents                                         | 4 days         | Tue 10/29/13        | Sat 11/2/13         |                | Artist 1,Level Designer 1,Producer,Programmer 1                         |
| 259                    |                                                                                   |  | Update menu skeleton                                      | 4 days         | Tue 10/29/13        | Sat 11/2/13         |                | Artist 2,Producer,Programmer 2                                          |
| 260                    |                                                                                   |  | Update HUD skeleton                                       | 4 days         | Tue 10/29/13        | Wed 11/6/13         |                | Artist 2,Producer,Programmer 2                                          |
| 261                    |                                                                                   |  | Add 1 music track                                         | 1 day          | Tue 11/5/13         | Wed 11/6/13         |                | Producer                                                                |
| 262                    |                                                                                   |  | Update sound placeholders                                 | 3 days         | Sat 11/2/13         | Tue 11/5/13         |                | Producer                                                                |
| 263                    |                                                                                   |  | AI Polish                                                 | 4 days         | Sat 11/2/13         | Wed 11/6/13         |                | Programmer 1                                                            |
| 264                    |                                                                                   |  | Networking polish                                         | 4 days         | Wed 11/6/13         | Sun 11/10/13        |                | Programmer 2                                                            |
| 265                    |                                                                                   |  | Converge work                                             | 1 day          | Sun 11/10/13        | Mon 11/11/13        | 256,258,259,26 | Artist 1,Artist 2,Level Designer 1,Level Designer 2                     |
| 266                    |                                                                                   |  | Group Playtest                                            | 1 day          | Mon 11/11/13        | Tue 11/12/13        | 265            | Artist 1,Artist 2,Level Designer 1,Level Designer 2                     |
| 267                    |                                                                                   |  | Kleenex Test                                              | 1 day          | Tue 11/12/13        | Wed 11/13/13        | 265            | Artist 1,Artist 2,Level Designer 1,Level Designer 2                     |
| 268                    |                                                                                   |  | Balance and bug-fix                                       | 4 days         | Wed 11/13/13        | Sun 11/17/13        | 266,267        | Programmer 1,Programmer 2                                               |

| Roya_JungleThunder_MPP |                                                                                   |                                                                                   |                                                            |          |              |              |                |                                                                         |
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| ID                     |  | Task Mode                                                                         | Task Name                                                  | Duration | Start        | Finish       | Predecessors   | Resource Names                                                          |
| 269                    |                                                                                   |  | Update placeholder particles                               | 2 days   | Wed 11/6/13  | Fri 11/8/13  |                | Artist 2                                                                |
| 270                    |                                                                                   |  | Create levels #7                                           | 5 days   | Tue 10/29/13 | Sun 11/3/13  |                | Level Designer 1,Level Designer 2                                       |
| 271                    |                                                                                   |  | Sprint Retrospective                                       | 1 day    | Sun 11/17/13 | Mon 11/18/13 | 255            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 272                    |                                                                                   |  | Sprint Planning Meeting                                    | 1 day    | Mon 11/18/13 | Tue 11/19/13 | 271            | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer |
| 273                    |                                                                                   |  | Alpha Sprint 4                                             | 19 days  | Tue 11/19/13 | Sun 12/8/13  | 272            |                                                                         |
| 274                    |                                                                                   |  | Create weapon #13 and #14 art and anim and import into UDK | 10 days  | Tue 11/19/13 | Fri 11/29/13 |                | Artist 2                                                                |
| 275                    |                                                                                   |  | Create Environment #8                                      | 10 days  | Tue 11/19/13 | Fri 11/29/13 |                | Artist 1                                                                |
| 276                    |                                                                                   |  | Iterate Documents                                          | 4 days   | Tue 11/19/13 | Sat 11/23/13 |                | Artist 1,Level Designer 1,Producer,Programmer 1                         |
| 277                    |                                                                                   |  | Update menu skeleton                                       | 4 days   | Tue 11/19/13 | Sat 11/23/13 |                | Artist 2,Producer,Programmer 2                                          |
| 278                    |                                                                                   |  | Update HUD skeleton                                        | 4 days   | Tue 11/19/13 | Wed 11/27/13 |                | Artist 2,Producer,Programmer 2                                          |
| 279                    |                                                                                   |  | Add 1 music track                                          | 1 day    | Tue 11/26/13 | Wed 11/27/13 |                | Producer                                                                |
| 280                    |                                                                                   |  | Update sound placeholders                                  | 3 days   | Sat 11/23/13 | Tue 11/26/13 |                | Producer                                                                |
| 281                    |                                                                                   |  | AI Polish                                                  | 4 days   | Sat 11/23/13 | Wed 11/27/13 |                | Programmer 1                                                            |
| 282                    |                                                                                   |  | Networking polish                                          | 4 days   | Wed 11/27/13 | Sun 12/1/13  |                | Programmer 2                                                            |
| 283                    |                                                                                   |  | Converge work                                              | 1 day    | Sun 12/1/13  | Mon 12/2/13  | 274,276,277,27 | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 284                    |                                                                                   |  | Group Playtest                                             | 1 day    | Mon 12/2/13  | Tue 12/3/13  | 283            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 285                    |                                                                                   |  | Kleenex Test                                               | 1 day    | Tue 12/3/13  | Wed 12/4/13  | 283            | Artist 1,Artist 2,Level Designer 1,Level Designer                       |
| 286                    |                                                                                   |  | Balance and bug-fix                                        | 4 days   | Wed 12/4/13  | Sun 12/8/13  | 284,285        | Programmer 1,Programmer 2                                               |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                    |                                                    |                |                     |                     |                 |                                                                                |
|------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|----------------------------------------------------|----------------|---------------------|---------------------|-----------------|--------------------------------------------------------------------------------|
| ID                     |  | Task Mode                                                                          | Task Name                                          | Duration       | Start               | Finish              | Predecessors    | Resource Names                                                                 |
| 287                    |                                                                                   |   | Update placeholder particles                       | 2 days         | Fri 11/29/13        | Sun 12/1/13         |                 | Artist 2                                                                       |
| 288                    |                                                                                   |   | Create levels #8                                   | 5 days         | Tue 11/19/13        | Sun 11/24/13        |                 | Level Designer 1,Level Designer 2                                              |
| 289                    |                                                                                   |   | <b>Sprint Retrospective</b>                        | <b>1 day</b>   | <b>Sun 12/8/13</b>  | <b>Mon 12/9/13</b>  | <b>273</b>      | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b> |
| 290                    |                                                                                   |   | Sprint Planning Meeting                            | 1 day          | Mon 12/9/13         | Tue 12/10/13        | 289             | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer        |
| 291                    |                                                                                   |   | <b>Alpha Sprint 5</b>                              | <b>20 days</b> | <b>Tue 12/10/13</b> | <b>Mon 12/30/13</b> | <b>290</b>      |                                                                                |
| 292                    |                                                                                   |   | Create weapon #15 art and anim and import into UDK | 5 days         | Tue 12/10/13        | Sun 12/15/13        |                 | Artist 2                                                                       |
| 293                    |                                                                                   |   | Create Environment #9                              | 10 days        | Tue 12/10/13        | Fri 12/20/13        |                 | Artist 1                                                                       |
| 294                    |                                                                                   |   | Create Environment #10                             | 10 days        | Tue 12/17/13        | Mon 12/30/13        |                 | Artist 2                                                                       |
| 295                    |                                                                                   |   | Iterate Documents                                  | 4 days         | Tue 12/10/13        | Sat 12/14/13        |                 | Artist 1,Level Designer 1,Producer,Programmer 1                                |
| 296                    |                                                                                   |   | Update menu skeleton                               | 4 days         | Tue 12/10/13        | Sat 12/14/13        |                 | Artist 2,Producer,Programmer 2                                                 |
| 297                    |                                                                                   |   | Update HUD skeleton                                | 4 days         | Tue 12/10/13        | Wed 12/18/13        |                 | Artist 2,Producer,Programmer 2                                                 |
| 298                    |                                                                                   |   | Add 1 music track                                  | 1 day          | Tue 12/17/13        | Wed 12/18/13        |                 | Producer                                                                       |
| 299                    |                                                                                   |   | Update sound placeholders                          | 3 days         | Sat 12/14/13        | Tue 12/17/13        |                 | Producer                                                                       |
| 300                    |                                                                                   |   | AI Polish                                          | 4 days         | Sat 12/14/13        | Wed 12/18/13        |                 | Programmer 1                                                                   |
| 301                    |                                                                                   |   | Networking polish                                  | 4 days         | Wed 12/18/13        | Sun 12/22/13        |                 | Programmer 2                                                                   |
| 302                    |                                                                                   |   | Converge work                                      | 1 day          | Sun 12/22/13        | Mon 12/23/13        | 292,295,296,299 | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 303                    |                                                                                   |   | Group Playtest                                     | 1 day          | Mon 12/23/13        | Tue 12/24/13        | 302             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 304                    |                                                                                   |   | Kleenex Test                                       | 1 day          | Tue 12/24/13        | Wed 12/25/13        | 302             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 305                    |                                                                                   |  | Balance and bug-fix                                | 4 days         | Wed 12/25/13        | Sun 12/29/13        | 303,304         | Programmer 1,Programmer 2                                                      |

| Roya_JungleThunder_MPP |                                                                                   |                                                                                     |                                |                |                     |                    |                 |                                                                                |
|------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------|----------------|---------------------|--------------------|-----------------|--------------------------------------------------------------------------------|
| ID                     |  | Task Mode                                                                           | Task Name                      | Duration       | Start               | Finish             | Predecessors    | Resource Names                                                                 |
| 306                    |                                                                                   |    | Update placeholder particles   | 2 days         | Sun 12/15/13        | Tue 12/17/13       |                 | Artist 2                                                                       |
| 307                    |                                                                                   |    | Create levels #9 and #10       | 10 days        | Tue 12/10/13        | Fri 12/20/13       |                 | Level Designer 1,Level Designer 2                                              |
| 308                    |                                                                                   |    | Sprint Retrospective           | 1 day          | Mon 12/30/13        | Tue 12/31/13       | 291             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 309                    |                                                                                   |    | <b>Sprint Planning Meeting</b> | <b>1 day</b>   | <b>Tue 12/31/13</b> | <b>Wed 1/1/14</b>  | <b>308</b>      | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b> |
| 310                    |                                                                                   |    | <b>Alpha Sprint 6</b>          | <b>21 days</b> | <b>Wed 1/1/14</b>   | <b>Wed 1/22/14</b> | <b>309</b>      |                                                                                |
| 311                    |                                                                                   |    | Create environments #11 and 12 | 12 days        | Wed 1/1/14          | Mon 1/13/14        |                 | Artist 1,Artist 2                                                              |
| 312                    |                                                                                   |    | Iterate Documents              | 4 days         | Wed 1/1/14          | Sun 1/5/14         |                 | Artist 1,Level Designer 1,Producer,Programmer 1                                |
| 313                    |                                                                                   |    | Update menu skeleton           | 4 days         | Wed 1/1/14          | Sun 1/5/14         |                 | Artist 2,Producer,Programmer 2                                                 |
| 314                    |                                                                                   |    | Update HUD skeleton            | 4 days         | Wed 1/1/14          | Thu 1/9/14         |                 | Artist 2,Producer,Programmer 2                                                 |
| 315                    |                                                                                   |    | Add 1 music track              | 1 day          | Wed 1/8/14          | Thu 1/9/14         |                 | Producer                                                                       |
| 316                    |                                                                                   |    | Update sound placeholders      | 3 days         | Sun 1/5/14          | Wed 1/8/14         |                 | Producer                                                                       |
| 317                    |                                                                                   |    | AI Polish                      | 4 days         | Sun 1/5/14          | Thu 1/9/14         |                 | Programmer 1                                                                   |
| 318                    |                                                                                   |  | Networking polish              | 4 days         | Thu 1/9/14          | Mon 1/13/14        |                 | Programmer 2                                                                   |
| 319                    |                                                                                   |  | Converge work                  | 1 day          | Wed 1/15/14         | Thu 1/16/14        | 312,313,314,315 | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 320                    |                                                                                   |  | Group Playtest                 | 1 day          | Thu 1/16/14         | Fri 1/17/14        | 319             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 321                    |                                                                                   |  | Kleenex Test                   | 1 day          | Fri 1/17/14         | Sat 1/18/14        | 319             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 322                    |                                                                                   |  | Balance and bug-fix            | 4 days         | Sat 1/18/14         | Wed 1/22/14        | 320,321         | Programmer 1,Programmer 2                                                      |
| 323                    |                                                                                   |  | Update placeholder particles   | 2 days         | Wed 1/1/14          | Fri 1/3/14         |                 | Artist 2                                                                       |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                     |                                |                |                    |                    |                 |                                                                         |
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| ID                     |  | Task Mode                                                                           | Task Name                      | Duration       | Start              | Finish             | Predecessors    | Resource Names                                                          |
| 324                    |                                                                                   |    | Create levels #11 and #12      | 14 days        | Wed 1/1/14         | Wed 1/15/14        |                 | Level Designer 1,Level Designer 2                                       |
| 325                    |                                                                                   |    | <b>Sprint Retrospective</b>    | <b>1 day</b>   | <b>Wed 1/22/14</b> | <b>Thu 1/23/14</b> | <b>310</b>      | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2</b>              |
| 326                    |                                                                                   |    | Sprint Planning Meeting        | 1 day          | Thu 1/23/14        | Fri 1/24/14        | 325             | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer |
| 327                    |                                                                                   |    | <b>Alpha Sprint 7</b>          | <b>19 days</b> | <b>Fri 1/24/14</b> | <b>Wed 2/12/14</b> | <b>326</b>      |                                                                         |
| 328                    |                                                                                   |    | Create environments #13 and 14 | 10 days        | Fri 1/24/14        | Mon 2/3/14         |                 | Artist 1,Artist 2                                                       |
| 329                    |                                                                                   |    | Iterate Documents              | 4 days         | Fri 1/24/14        | Tue 1/28/14        |                 | Artist 1,Level Designer 1,Producer,Programmer 1                         |
| 330                    |                                                                                   |    | Update menu skeleton           | 4 days         | Fri 1/24/14        | Tue 1/28/14        |                 | Artist 2,Producer,Programmer 2                                          |
| 331                    |                                                                                   |    | Update HUD skeleton            | 4 days         | Fri 1/24/14        | Sat 2/1/14         |                 | Artist 2,Producer,Programmer 2                                          |
| 332                    |                                                                                   |    | Add 1 music track              | 1 day          | Fri 1/31/14        | Sat 2/1/14         |                 | Producer                                                                |
| 333                    |                                                                                   |    | Update sound placeholders      | 3 days         | Tue 1/28/14        | Fri 1/31/14        |                 | Producer                                                                |
| 334                    |                                                                                   |    | AI Polish                      | 4 days         | Tue 1/28/14        | Sat 2/1/14         |                 | Programmer 1                                                            |
| 335                    |                                                                                   |    | Networking polish              | 4 days         | Sat 2/1/14         | Wed 2/5/14         |                 | Programmer 2                                                            |
| 336                    |                                                                                   |    | Converge work                  | 1 day          | Wed 2/5/14         | Thu 2/6/14         | 329,330,331,332 | Artist 1,Artist 2,Level Designer 1,Level Designer 2                     |
| 337                    |                                                                                   |   | Group Playtest                 | 1 day          | Thu 2/6/14         | Fri 2/7/14         | 336             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                     |
| 338                    |                                                                                   |  | Kleenex Test                   | 1 day          | Fri 2/7/14         | Sat 2/8/14         | 336             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                     |
| 339                    |                                                                                   |  | Balance and bug-fix            | 4 days         | Sat 2/8/14         | Wed 2/12/14        | 337,338         | Programmer 1,Programmer 2                                               |
| 340                    |                                                                                   |  | Update placeholder particles   | 2 days         | Fri 1/24/14        | Sun 1/26/14        |                 | Artist 2                                                                |
| 341                    |                                                                                   |  | Create levels #13 and #14      | 10 days        | Fri 1/24/14        | Mon 2/3/14         |                 | Level Designer 1,Level Designer 2                                       |
| 342                    |                                                                                   |  | <b>Sprint Retrospective</b>    | <b>1 day</b>   | <b>Wed 2/12/14</b> | <b>Thu 2/13/14</b> | <b>327</b>      | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2</b>              |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                     |                                                                                               |                  |                    |                    |                 |                                                                                |
|------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|------------------|--------------------|--------------------|-----------------|--------------------------------------------------------------------------------|
| ID                     |  | Task Mode                                                                           | Task Name                                                                                     | Duration         | Start              | Finish             | Predecessors    | Resource Names                                                                 |
| 343                    |                                                                                   |    | <b>Sprint Planning Meeting</b>                                                                | <b>1 day</b>     | <b>Thu 2/13/14</b> | <b>Fri 2/14/14</b> | <b>342</b>      | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b> |
| 344                    |                                                                                   |    | <b>Alpha Sprint 8</b>                                                                         | <b>24 days</b>   | <b>Fri 2/14/14</b> | <b>Mon 3/10/14</b> | <b>343</b>      |                                                                                |
| 345                    |                                                                                   |    | Create environment #15                                                                        | 8 days           | Fri 2/14/14        | Sat 2/22/14        |                 | Artist 1,Artist 2                                                              |
| 346                    |                                                                                   |    | Iterate Documents                                                                             | 4 days           | Fri 2/14/14        | Tue 2/18/14        |                 | Artist 1,Level Designer 1,Producer,Programmer 1                                |
| 347                    |                                                                                   |    | Final Menu                                                                                    | 4 days           | Fri 2/14/14        | Tue 2/18/14        |                 | Artist 2,Producer,Programmer 2                                                 |
| 348                    |                                                                                   |    | Final HUD                                                                                     | 4 days           | Fri 2/14/14        | Sat 2/22/14        |                 | Artist 2,Producer,Programmer 2                                                 |
| 349                    |                                                                                   |    | Alpha music pass                                                                              | 1 day            | Fri 2/21/14        | Sat 2/22/14        |                 | Producer                                                                       |
| 350                    |                                                                                   |    | Alpha Sound pass                                                                              | 3 days           | Tue 2/18/14        | Fri 2/21/14        |                 | Producer                                                                       |
| 351                    |                                                                                   |    | Alpha AI pass                                                                                 | 4 days           | Tue 2/18/14        | Sat 2/22/14        |                 | Programmer 1                                                                   |
| 352                    |                                                                                   |    | Alpha networking pass                                                                         | 4 days           | Sat 2/22/14        | Wed 2/26/14        |                 | Programmer 2                                                                   |
| 353                    |                                                                                   |    | Converge work                                                                                 | 1 day            | Wed 2/26/14        | Thu 2/27/14        | 346,347,348,349 | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 354                    |                                                                                   |    | Group Playtest                                                                                | 1 day            | Thu 2/27/14        | Fri 2/28/14        | 353             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 355                    |                                                                                   |    | Kleenex Test                                                                                  | 1 day            | Fri 2/28/14        | Sat 3/1/14         | 353             | Artist 1,Artist 2,Level Designer 1,Level Designer 2                            |
| 356                    |                                                                                   |    | Balance and bug-fix                                                                           | 4 days           | Sat 3/1/14         | Wed 3/5/14         | 354,355         | Programmer 1,Programmer 2                                                      |
| 357                    |                                                                                   |    | Final particles                                                                               | 2 days           | Fri 2/14/14        | Sun 2/16/14        |                 | Artist 2                                                                       |
| 358                    |                                                                                   |    | Create level #15                                                                              | 8 days           | Fri 2/14/14        | Sat 2/22/14        |                 | Level Designer 1,Level Designer 2                                              |
| 359                    |                                                                                   |   | Prepare for Alpha Milestone                                                                   | 5 days           | Wed 3/5/14         | Mon 3/10/14        | 356             | Artist 2,Artist 1,Level Designer 1,Level Designer 2,Producer,Programmer        |
| 360                    |                                                                                   |  | <b>Beta Milestone: Public Test and Usability Test, TCR, Localization, Marketing Materials</b> | <b>44 days</b>   | <b>Mon 3/10/14</b> | <b>Wed 4/23/14</b> | <b>216</b>      |                                                                                |
| 361                    |                                                                                   |  | <b>Sprint Retrospective</b>                                                                   | <b>1 day</b>     | <b>Mon 3/10/14</b> | <b>Tue 3/11/14</b> | <b>216</b>      | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2</b>                     |
| 362                    |                                                                                   |  | <b>Sprint Planning Meeting</b>                                                                | <b>1 day</b>     | <b>Tue 3/11/14</b> | <b>Wed 3/12/14</b> | <b>361</b>      | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b> |
| 363                    |                                                                                   |  | <b>Beta Sprint 1</b>                                                                          | <b>27.5 days</b> | <b>Wed 3/12/14</b> | <b>Wed 4/9/14</b>  | <b>362</b>      |                                                                                |
| 364                    |                                                                                   |  | Final documents                                                                               | 4 days           | Wed 3/12/14        | Wed 3/26/14        |                 | Artist 1,Level Designer 1,Producer,Programmer                                  |

| Roye_JungleThunder_MPP |                                                                                   |                                                                                     |                                                       |                  |                    |                    |              |                                                                                |
|------------------------|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------|------------------|--------------------|--------------------|--------------|--------------------------------------------------------------------------------|
| ID                     |  | Task Mode                                                                           | Task Name                                             | Duration         | Start              | Finish             | Predecessors | Resource Names                                                                 |
| 365                    |                                                                                   |    | Public Test                                           | 10 days          | Wed 3/12/14        | Sat 3/22/14        |              | Level Designer 1,Level Designer 2,Producer,Pro                                 |
| 366                    |                                                                                   |    | Usability Test                                        | 10 days          | Wed 3/12/14        | Tue 4/1/14         |              | Level Designer 1,Level Designer 2,Producer,Pro                                 |
| 367                    |                                                                                   |    | Balance and bug-fix                                   | 10 days          | Wed 3/26/14        | Sat 4/5/14         | 364,365      | Programmer 1,Programmer 2                                                      |
| 368                    |                                                                                   |    | Marketing Materials                                   | 10 days          | Wed 3/12/14        | Sat 3/22/14        |              | Artist 1,Artist 2                                                              |
| 369                    |                                                                                   |    | TCR                                                   | 1.5 wks          | Tue 4/1/14         | Wed 4/9/14         |              | Producer                                                                       |
| 370                    |                                                                                   |    | <b>Sprint Retrospective</b>                           | <b>1 day</b>     | <b>Wed 4/9/14</b>  | <b>Thu 4/10/14</b> | <b>363</b>   | <b>Artist 1,Artist 2,Level Designer 1,Level Designe</b>                        |
| 371                    |                                                                                   |    | Sprint Planning Meeting                               | 1 day            | Thu 4/10/14        | Fri 4/11/14        | 370          | Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer        |
| 372                    |                                                                                   |    | <b>Beta Sprint 2</b>                                  | <b>12.5 days</b> | <b>Fri 4/11/14</b> | <b>Wed 4/23/14</b> | <b>371</b>   |                                                                                |
| 373                    |                                                                                   |    | Localized into 5 Euro languages and 3 Asian languages | 1.5 wks          | Fri 4/11/14        | Fri 4/18/14        |              | Producer                                                                       |
| 374                    |                                                                                   |    | Implement localizations                               | 10 days          | Fri 4/11/14        | Wed 4/23/14        |              | Artist 1,Level Designer 1,Producer,Programmer 1                                |
| 375                    |                                                                                   |    | <b>Retail to Manufacture Milestone</b>                | <b>8 days</b>    | <b>Wed 4/23/14</b> | <b>Thu 5/1/14</b>  | <b>360</b>   |                                                                                |
| 376                    |                                                                                   |    | Sprint Retrospective                                  | 1 day            | Wed 4/23/14        | Thu 4/24/14        | 360          | Artist 1,Artist 2,Level Designer 1,Level Designer                              |
| 377                    |                                                                                   |    | <b>Sprint Planning Meeting</b>                        | <b>1 day</b>     | <b>Thu 4/24/14</b> | <b>Fri 4/25/14</b> | <b>376</b>   | <b>Artist 1,Artist 2,Level Designer 1,Level Designer 2,Producer,Programmer</b> |
| 378                    |                                                                                   |   | <b>RTM Sprint</b>                                     | <b>6 days</b>    | <b>Fri 4/25/14</b> | <b>Thu 5/1/14</b>  | <b>377</b>   |                                                                                |
| 379                    |                                                                                   |  | Optimize build                                        | 2 days           | Fri 4/25/14        | Sun 4/27/14        |              | Programmer 1,Programmer 2                                                      |
| 380                    |                                                                                   |  | Burn gold master                                      | 2 days           | Sun 4/27/14        | Tue 4/29/14        | 379          | Programmer 1,Programmer 2                                                      |
| 381                    |                                                                                   |  | Ship build to retail for Xbox 360 and PC              | 2 days           | Tue 4/29/14        | Thu 5/1/14         | 380          | Producer                                                                       |