<u>Project Zero/ Sleeping Tiger Games Budget</u>

Name: Scott Lewis Keith Ollard
Studio: Sleeping Tiger Games
Project: Project Zero
Platform: Windows, Xbox, Playstation & Switch
Target Audience: 16+ Teens and Young Adults
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Project Budget - Project Zero
Target Audience: 16+ Teens and Young Adults
Platform: Windows, Xbox one, Playstation 5 & Switch

Project Zero is a 3D ARPG aimed towards Teens and Young Adults, The game is set in the distantfuture where the play takes on the role of a bounty hunter. The player will explore the world while looting a killing, the player can take on optional side quests alongside the main quest to level up and get better equipment until they ultimately hunt down the man that killed their family and kill them.

The gameplay will be a twin stick shooter but you can still use mouse and keyboard if preferred, you will have over 100 guns to loot and collect. While playing you'll level up in which the player will be given **SKILL** points in which they can put into 3 different skill trees and expand the players skills and ability.

Sleeping Tiger Games™ was founded in 2018, we started out as an outsourcing company but we have started making our own IP game.

The core team is composed of 1 Sound Engineer, 2 Programmers, 2 Artists, 2 Level Developer.

The game is set to release in October 2024 on windows, xbox and playstation with a price tag of £25, we plan to have additional content in the form of DLC. We also plan to port the game to Nintendo Switch and Steam Deck, we are also hoping to get the game added to Xbox Gamepass.

What Could impact the Schedule
- Adding Voice Acting if we decide to go down that route
- Pandemics
- Maternity Leave
- Delays in production

Other concerns:
- Having to compete with other Triple A games, such as Diablo, Lost Arc

Gameplay style: Diablo, The Accent, Space Punks & Lost Arc

We plan on releasing in:
- United Kingdom
- United States
- Mexico
- Brazil
- France
- Germany
- Ireland
- Romania
- Japan
- Australia
- Italy
- Canada
- Norway
- Sweden
- Poland

Schedule

The project is going to take about 24 months to complete with about 7 of them being pre production.

The project officially starts at the end of august/ beginning of september with a week of kick off meetings.

Art and Level design are the departments working the majority with programming not hard behind in turns of days worked.

Pre-Production Lasting 7 months

In the pre-production stage this is where my artists and writer comes in with writing the script and my artists doing the concept art for the characters, environments, weapons, vehicles and props being used in the game.

Production Lasting 16 months.

This is where my artists, programmers and level designers really shine, with making the models for the weapons, vehicles, and props. While also putting together the game levels

Scheduled links

📅 Sleeping Tiger Game - Schedule

		Stage	PRE PRODUCTION																																							
		Year	2022																																							
		Month	January																											Febuary										
		Week		1						2						3						4						5						6				
		Date	1 2	3 4 5 6 7	8 9	10 11 12 13 14	15 16	17 18 19 20 21	22 23	24 25 26 27 28	29 30	31 1 2 3 4	5 6	7 8 9 10 11

Stage	Tasks	Department	Estimate	Days	Sat Sun	Mon Tue Wed Thu Fri	Sat Sun	Mon Tue Wed Thu Fri	Sat Sun	Mon Tue Wed Thu Fri	Sat Sun	Mon Tue Wed Thu Fri	Sat Sun	Mon Tue Wed Thu Fri	Sat Sun	Mon Tue Wed Thu Fri
PRE-PRO	GDD	GAME DESIGNER				GDD/ Planning										
	Script	WRITING						Initial Script		Initial Script		Initial Script		Script- Chapter 1		Script- Chapter 1
	Test Concept Art - Characters	ART												Mock up Ideas		Mock up Ideas
	Test Concept Art - Environmen	ART												Mock up ideas		Mock up ideas
	Test Concept Art - Assests	ART												Mock up ideas		Mock up ideas
	Initial Dev Feature Tests	PROGRAMMING														
	Sound Sourcing	AUDIO														
	Kickoff Meetings	ALL														
PRODUCTION	Character Concept Art	ART														
	Enivronmental Concept Art	ART														
	Asset Creation	ART														
	Character Modelling	LEVEL DESIGNER														
	Level Development	LEVEL DESIGNER														
	Add Enivronments To Engine	PROGRAMMING														
	Rigging Characters	PROGRAMMING														
	Add Characters to Engine	PROGRAMMING														
	Gameplay Feature	GAME DESIGNER														
	Sound Mixing															

Week	7	8	9	10	11	12	13	14	15	16
Script	Script- Chapter 1	Script- Chapter 1	Script- Chapter 2	Script- Chapter 2	Script- Chapter 2	Script- Chapter 2	Script- Chapter 2	Script- Chapter 3	Script- Chapter 3	Scri...
	Mock up Ideas	Mock up Ideas	Test Characters 1	Test Characters 1	Test Characters 1	Test Characters 1	Test Characters 1	Test Characters 2	Test Characters 2	Test...
	Mock up ideas	Mock up ideas	Test Environments 1	Test Environments 1	Test Environments 1	Test Environments 1	Test Environments 1	Test Environments 2	Test Environments 2	Test...
	Mock up ideas	Mock up ideas	Test Asset Weapons	Test Asset Weapons	Test Asset Weapons	Test Asset Weapons	Test Asset Weapons	Test Asset Weapons	Test Asset Weapons	Test...
		Mock up sounds	Mock up sounds	Mock up sounds	Mock up sounds	Mock up sounds		Test Enviro 1 sounds	Test Enviro 1 sounds	Test...

Dates: 12 13 | 14 15 16 17 18 | 19 20 | 21 22 23 24 25 | 26 27 | 28 1 2 3 4 | 5 6 | 7 8 9 10 11 | 12 13 | 14 15 16 17 18 | 19 20 | 21 22 23 24 25 | 26 27 | 28 29 30 31 1 | 2 3 | 4 5 6 7 8 | 9 10 | 11 12 13 14 15 | 16 17 | 18

Days: Sat Sun Mon Tue Wed Thu Fri (repeating)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Week	17	18	19	20	21	22	23	24	25

Dates: 19 20 21 22 23 24 25 26 27 28 29 30 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23

Days: Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu Fri Sat Sun Mon Tue Wed Thu

Task									
pt- Chapter 3	Script- Chapter 3	Script- Chapter 4	Script- Chapter 4	Script- Chapter 4	Script- Chapter 4	Script- Chapter 5	Script- Chapter 5	Script- Chapter 5	Script- Chapter 5
Characters 2	Test Characters 2	Test Characters 3	Test Characters 3	Test Characters 3	Test Characters 3	Test Characters 4	Test Characters 4	Test Characters 4	Test Characters 4
Environments 2	Test Environments 2	Test Environments 3	Test Environments 3	Test Environments 3	Test Environments 3	Test Environments 4	Test Environments 4	Test Environments 4	Test Environments
Asset Weapons	Test Asset Weapons	Test Asset Vehicles	Test Asset Vehicles	Test Asset Vehicles	Test Asset Vehicles	Test Asset Vehicles	Test Asset Vehicles	Test Asset Vehicles	Test Asset Vehicle
Enviro 1 sounds	Test Enviro 1 sounds	Test Enviro 2 sounds	Test Enviro 2 sounds	Test Enviro 2 sounds	Test Enviro 2 sounds	Test Enviro 3 sounds	Test Enviro 3 sounds	Test Enviro 3 sounds	Test Enviro 3 sou

19 20 21 22 23 24 25 26 27 28

July   August

| 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 |

24 25 26 | 27 28 29 30 1 | 2 3 | 4 5 6 7 8 | 9 10 | 11 12 13 14 15 | 16 17 | 18 19 20 21 22 | 23 24 | 25 26 27 28 29 | 30 31 | 1 2 3 4 5 | 6 7 | 8 9 10 11 12 | 13 14 | 15 16 17 18 19 | 20 21 | 22 23

Fri | Sat Sun Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue

Task	26	27	28	29	30	31	32	33	34
Final Look Over/ Edit	Final Look Over/ Edit	Final Look Over/ Edit	Final Look Over/ Edit	Final Look Over/ Edit	Final Version				
Test Characters 5	Test Characters 5	Test Characters 5	Test Characters 5	Test Characters 5	Test Characters 5	Final Chara Concepts	Final Chara Concepts	Final Chara Concepts	Final Cha
Test Environments 5	Test Environments 5	Test Environments 5	Test Environments 5	Test Environments 5	Test Environments 5	Final Enviro Concepts	Final Enviro Concepts	Final Enviro Concepts	Final En
Test Asset Props	Test Asset Props	Test Asset Props	Test Asset Props	Test Asset Props	Test Asset Props	Test Asset Props	Test Asset Props	Test Asset Props	Asset Pr
Dev Features Meeting		Dev Features Meeting	Dev Features Meeting	Dev Features Meeting	Dev Features Meeting	Dev Features Alpha Demo	Dev Features Alpha Demo	Dev Features Alpha Demo	Dev Fea
Test Enviro 4 sounds	Test Enviro 4 sounds	Test Enviro 4 sounds	Test Enviro 4 sounds	Test Enviro 4 sounds	Test Enviro 4 sounds	Final Test Sounds	Final Test Sounds	Final Test Sounds	Final Tes

				September			36				37				38				39				40				41				42				43			October		

35

| 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue |

- ara Concepts
- viro Concepts
- ops
- tures Alpha Demo
- st Sounds

KICKOFF

Characters 1-5	Characters 1-5	Characters 1-5	Characters 1-5	Characters 6-11	Characters 6-11	Characters 6-11	Characte
Environment 1-2	Environment 3-4	Environment 5-6	Environment 7-8	Environment 9-10			
							Asset W
				Char 1-5 Model/Text	Char 1-5 Model/Text	Char 1-5 Model/Text	Char 1-5
Grey Boxing Envo 1-2	Grey Boxing Envo 1-2	Grey Boxing Envo 3-4	Grey Boxing Envo 3-4	Grey Boxing Envo 5-6	Grey Boxing Envo 5-6	Grey Boxing Envo 7-8	Grey Bo
					Sound Mixing	Sound Mixing	Sound M

			44						45						46						47						48						49						50						51				

November / **December**

Week numbers: 44, 45, 46, 47, 48, 49, 50, 51

Days: 26 27 28 | 29 30 | 31 1 2 3 4 | 5 6 | 7 8 9 10 11 | 12 13 | 14 15 16 17 18 | 19 20 | 21 22 23 24 25 | 26 27 | 28 29 30 1 2 | 3 4 | 5 6 7 8 9 | 10 11 | 12 13 14 15 16 | 17 18 | 19 20 21 22 23

Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri | Sat Sun | Mon Tue Wed Thu Fri

Tasks:
- Characters 6-11 / Characters 12-17 / Characters 12-17 / Characters 12-17 / Characters 12-17
- Asset Weapons / Asset Weapons / Asset Weapons / Asset Props / Asset Props / Asset Vechiles / Asset Vechiles
- Char 6-11 Model/Text / Char 6-11 Model/Text / Char 6-11 Model/Text / Char 6-11 Model/Text / Char 6-11 Model/Text / Char 12-17 Model/Text / Char 12-17 Model/Text / Char 12-17 Model/Text
- Grey Boxing Envo 7-8 / Grey Boxing Envo 9-10 / Grey Boxing Envo 9-10
- NPC Rig Creation / NPC Rig Creation / NPC Rig Creation / NPC Rig Creation / NPC Rig Creation
- Impliment envo's 1-2 / Impliment envo's 3-4 / Impliment envo's 5-6 / Impliment envo's 7-8 / Impliment envo's 9-10
- Add NPC rig to Engine / Add NPC rig to Engine / Add NPC rig to Engine
- Game Feature 1 / Game Feature 1 / Game Feature 1 / Game Feature 1 / Game Feature 1
- Sound Mixing / Sound Mixing / Sound Mixing / Sound Mixing / Sound Mixing / Sound Mixing / Sound Mixing

		52						
24	25	26	27	28	29	30	31
Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat

Stage							
Stage		PRODUCTION					
Year		2023					
Month		January				Febuary	
Week		1	2	3	4	5	
Date		1 2 3 4 5 6 7	8 9 10 11 12 13 14	15 16 17 18 19 20 21	22 23 24 25 26 27 28	29 30 31 1	

Stage	Tasks	Department	Estimate	Days				
					Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Mon Tue
	Assest Model/Text	LEVEL DESIGNE					Weapons Model/ Text	Weapons Model/ Text	Weapons
	Level Texturing	LEVEL DESIGNE					Environments 1-2 Text	Environments 1-2 Text	Environme
	Gamplay Features	GAME DESIGNE				Game Feature 2	Game Feature 2	Game Feature 2	Game Fea
	Gamplay Features	PROGRAMMING				Game Feature 1	Game Feature 1	Game Feature 1	Game Fea
	Animate NPC Rig	ART						Animate NPC Rig	Animate N
	Game Demo	PROGRAMMING							
	Release Demo	ALL							
	Q/A	Other							
	Advertising	Other							
	Game Release	ALL							
	Bug Fixing and Patches	PROGRAMMING							
	Main Character Rig	ART							
	Animate Main Character	ART							

PRODUCTION

			6						7							8						9						10						11						12

nuary   March

2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed

Blue: Model/ Text | Weapons Model/ Text | Weapons Model/ Text | Vehicle Model/ Text | Vehicle Model/ Text | Vehicle Model/ T...

Blue: ents 1-2 Text | Environments 1-2 Text | Environments 3-4 Text | Environments 3-4 Text | Environments 3-4 Text | Environments 3...

Red: ature 2 | Game Feature 2 | Game Feature 3 | Game Feature 3 | Game Feature 3 | Game Feature 3 | Game Feature 3

Orange: ature 1 | Game Feature 1 | Game Feature 2 | Game Feature 2 | Game Feature 2 | Game Feature 2 | Game Feature 2

Green: NPC Rig | Animate NPC Rig | Animate NPC Rig | Animate NPC Rig | Animate NPC Rig

Green: Rig Main Character | Rig Main Character | Rig Main Character | Rig Main Character | Rig Main Character

	April							May

Week	13	14	15	16	17	18	19
Dates	24 25 26 27 28 29 30 31 1	2 3 4 5 6 7 8	9 10 11 12 13 14 15	16 17 18 19 20 21 22	23 24 25 26 27 28 29	30 1 2 3 4 5 6	7 8 9 10 11 12
Days	Thu Fri Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu Fri	Sat Sun Mon Tue Wed Thu

Task bars:

- Text / Vehicle Model/ Text — Vehicle Model/ Text (week 14) — Vehicle Model/ Text (week 15) — Prop Model/Text (week 17) — Prop Model/Text (week 18) — Prop Model/Text (week 19)
- -4 Text / Environments 5-6 Text (week 13) — Environments 5-6 Text (week 14) — Environments 5-6 Text (week 15) — Environments 5-6 Text (week 16) — Environments 7-8 Text (week 17) — Environments 7-8 Text (week 18) — Environments 7-8 Tex (week 19)
- 3 / Game Feature 4 (week 14) — Game Feature 4 (week 15) — Game Feature 4 (week 16) — Game Feature 4 (week 17) — Game Feature 5 (week 19)
- 2 / Game Feature 3 (week 13) — Game Feature 3 (week 14) — Game Feature 3 (week 15) — Game Feature 3 (week 16) — Game Feature 3 (week 17) — Game Feature 4 (week 18) — Game Feature 4 (week 19)
- Animate Main Character (week 13) — Animate Main Character (week 14) — Animate Main Character (week 15) — Animate Main Character (week 16) — Animate Main Character (week 17)

Gantt chart — June / July

Week	20									21								22								23								24								25								26				
Date	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	1
Day	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri

Tasks:
- Prop Model/Text — Mon 16 – Fri 20
- Prop Model/Text — Mon 23 – Fri 27
- ...xt (Environments Text) — Fri 13
- Environments 7-8 Text — Mon 16 – Fri 20
- Environments 9-10 Text — Mon 30 – Fri 3
- Environments 9-10 Text — Mon 6 – Fri 10
- Environments 9-10 Text — Mon 13 – Fri 17
- Environments 9-10 Text — Mon 20 – Fri 24
- Game Feature 5 — Fri 13
- Game Feature 5 — Mon 16 – Fri 20
- Game Feature 5 — Mon 23 – Fri 27
- Game Feature 5 — Mon 30 – Fri 3
- Game Feature 4 — Mon 16 – Fri 20
- Game Feature 4 — Mon 30 – Fri 3
- Game Feature 5 — Mon 6 – Fri 10
- Game Feature 5 — Mon 13 – Fri 17
- Game Feature 5 — Mon 20 – Fri 24
- Game Feature 5 — Mon 27 – Fri 1
- Animate Main Chara Rig — Mon 20 – Fri 24
- Animate Main Chara Rig — Mon 27 – Fri 1

		27								28								29								30								31								32								33						

August

| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat |

Game Feature 5

Game Feature 5

Add Main Chara Rig to En

Add Main Chara Rig to En

Add Main Chara Rig to En

Add Main Chara Rig to En

Animate Main Chara Rig

Animate Main Chara Rig

Animate Main Chara Rig

Start Q/A Testing

Start Q/A Testing

September																			October	
34								35								36								37								38								39								40	

| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun | Mon | Tue | Wed | Thu | Fri | Sat | Sun |

- Add Main Chara Rig to En
- Put together Demo (week 36)
- Put together Demo (week 37)
- Put together Demo (week 38)
- Put together Demo (week 39)
- Release Demo
- Start Q/A Testing (week 34)
- Start Q/A Testing (week 35)
- Start Q/A Testing (week 37)
- Start Q/A Testing (week 38)
- Start Q/A Testing (week 40)
- Advertisting Starts (week 35)
- Advertisting Starts (week 36)

| | | | | | | | | | | | | | | | | | | | | | | | | | | | November | | | | | | | | | | | | | | |

41							42							43							44							45							46							47							48
10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon

Release Demo

Release Demo

Start Q/A Testing

Start Q/A Testing

GAME RELEASE

Bug Fixing and Patching

Bug Fixing and Patching

Bug Fixing and Patching

Bug Fixing and Patching

Bug F

							49								50								51						52					
29	30	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat

December

Fixing and Patching