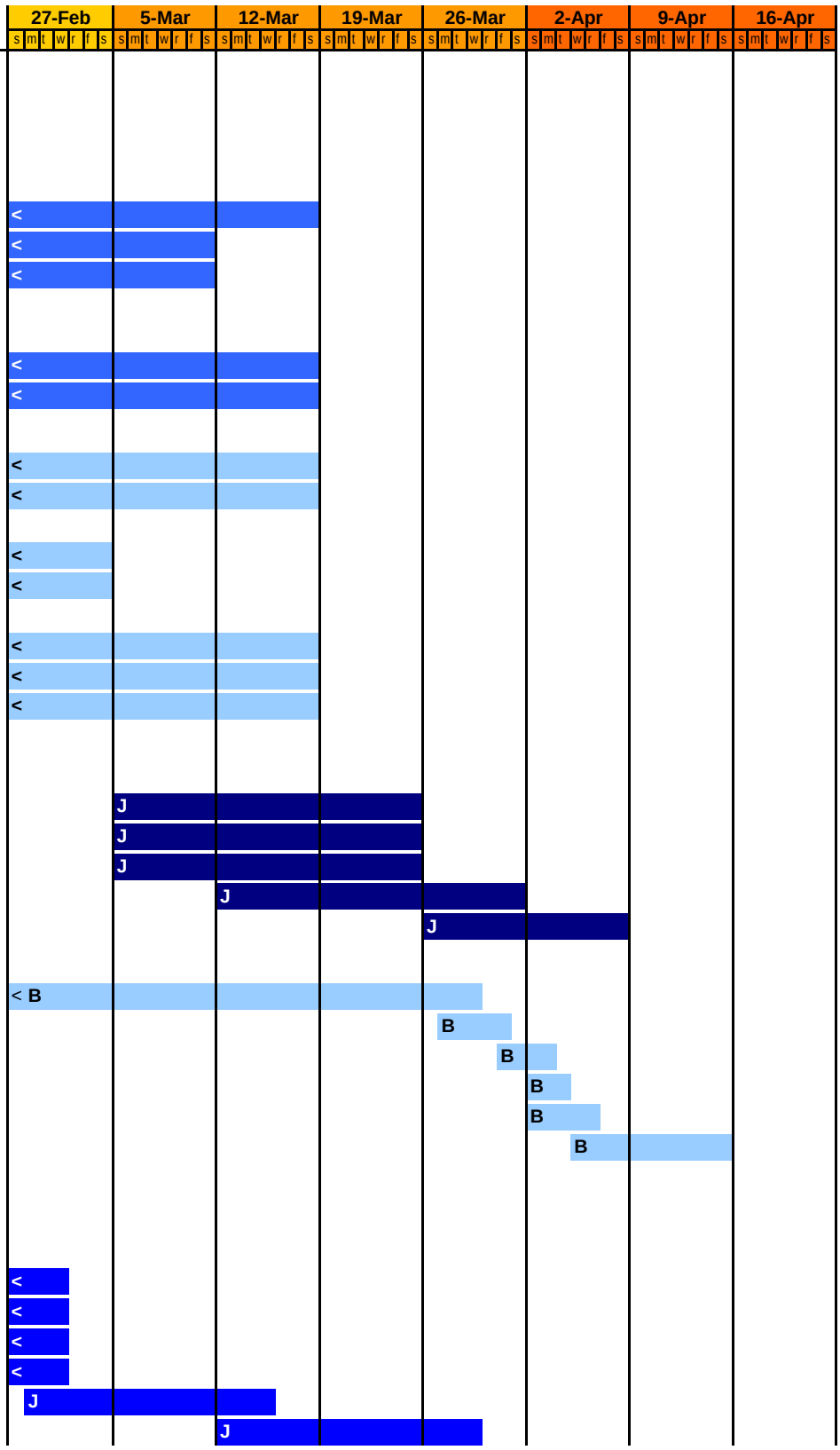
K = Ken, **J** = Jon, **M** = Matt, **B** = Bill
< = See previous chart



Requirements Spec. & Design
Requirements specification
Engine architecture design
Interface layout and design

Interface Task Breakdown
Level Editor
New Project wizard
New Sprite wizard
Database (DB) construction
DB communication w/ interface
Exporting game files ability
Exporting .cpp files ability

Engine Task Breakdown
Object Handler
Sprite Handler
Image Handler (DDraw)
Sound Handler (DSound)
Input Handler (DInput)
Text Handler
Logic Handler
Attribute Handling
Unit Pathing
File I/O Parser

Help Task Breakdown
Interface Help
Engine Help
FAQ
Game building tutorials
Manual

Testing Task Breakdown
Unit testing
Integration testing
Validation testing
Performance testing
In-house Alpha testing
Outside beta testing

Documentation
System Requirements Specification
Software Requirements Specification
Software Quality Assurance Plan
Risk Management Plan
Software Configuration Mgmt.
Project Plan
Design Document
Test Plan