Contingency Production Schedule

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| Jobs or actions to be accomplished | Week 1 | | | | | Week 2 | | | | | Week 3 | | | | | Week 4 | | | | | Week 5 | | | | | Week 6 | | | | |
| Concept art | x | x | X |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Game development |  |  |  | x | x | x | x | x | x | x | x | x | x | x | x | x | X | x | x | x | x | X |  |  |  |  |  |  |  |  |
| Game testing |  |  |  |  | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |  |  |  |  |  |  |  |  |
| Beta and finishing up |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | x | x | x | x | x | x | x | x | x | x | x | x |  |  |  |
| Release and advertisement |  |  |  |  |  |  |  |  |  |  |  |  |  |  | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |
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