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 | x | x | x |  |  |  |  |  |
| Game testing |  |  |  |  | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x | x |  |  |  |  |  |
| Beta and final adjustments |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | x | x | x | x | x | x | x | x | x | x | x | x |  |  |  |
| Advertisements and release |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | x | x | x | x | x |
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