**APOLLO**

**MILESTONE**

**SCHEDULE**

VERSION 1.1

# 

# Revision Tracking

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| --- | --- | --- | --- |
| Version | Revisions | By Whom | Date |
| 1.0 | Draft Document Created | Tarl Raney &  Dave Hasle | 7.26.09 |
| 1.1 | Updated for PPM3 | Tarl Raney | 9.2.09 |

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| Week # | Date | Milestone Name | | Description | |
| Pre-Production Phase | | | | | |
| -41 | 6.13.09 | | Pre-Production Milestone #1 | | * Delivered |
| -34 | 7.31.09 | | Pre-Production Milestone #2 | | * Delivered |
| -27 | 9.11.09 | | Pre-Production Milestone #3 | | * Vertical Slice Plan & Schedule, updated * Player Movement   + Walk/Run/Turn/Grapple/Glide/Jump/Mantling/Wall Hug/Ledge Climbing 1st Pass * Stealth   + Light/Dark detection/AI Reactions 1st Pass * Vehicles: Tumbler 1st Pass * Fear: AI State “Tells” 1st Pass * Character Art   + “Gunner” Thug Type/“Tank” Thug Type Complete * Havoc Cloth Evaluation Complete * Combat Tool Design Complete * DLC Plan of attack ‘finalized’ * Vertical Slice HUB: Design Layout 1st Pass * Vehicles: Design Layout 1st Pass * Playtest/Usability Plan, draft * Social/Online Plan & Schedule * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -21 | 10.23.09 | | Pre-Production Milestone #4 | | * Vertical Slice Plan & Schedule, updated * Player Movement   + Walk/Run/Turn/Grapple/Glide 2nd Pass * Combat   + Basic attack/melee combo/gadget combo/grab animations complete * Path Engine Integration Complete * Stealth   + Shadow Dive 1st Pass * Vehicles   + Design Layout 1 iteration   + Design Layout 2 1st Pass   + Tumbler 2nd Pass * Character Art   + Batman Complete * Vertical Slice HUB   + Design Layout Iteration * Gadgets   + Batarang /Smoke Bomb 1st Pass * UI   + Quest System 1st Pass   + Gadget Menu 1st Pass * Playtest/Usability Plan, complete * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -15 | 12.04.09 | | Pre-Production Milestone #5 | | * Vertical Slice Plan & Schedule, updated * Combat   + Basic Attacks/Melee Combos/Gadget Combos/Grabs 1st Pass * Stealth   + Shadow Attacks 1st Pass * Vertical Slice HUB   + Design Layout Iteration   + Ambient Crimes 2nd Pass * Vehicles   + Design Layout 1 Iteration   + Design Layout 2 Iteration   + AI Vehicles 1st Pass * UI   + Basic in game HUD 1st Pass   + Talent Tree 1st Pass   + Quest System/Gadget Menu Iteration * Gadgets   + Detective Vision 1st Pass * Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -9 | 1.15.10 | | Pre-Production Milestone #6 | | * Vertical Slice Plan & Schedule, updated * Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| -3 | 2.26.10 | | Pre-Production Milestone #7 | | * Vertical Slice Plan & Schedule, updated * Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
| 0 | 3.19.10 | | Vertical Slice Delivery | | * Completed Vertical Slice Build * Vertical Slice Plan & Schedule, updated * Final Playtest/Usability Report * Updated documentation * Art style guide * Risk Assessment * Personnel Assessment |
|  | 3.24.10 | | Apollo Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
| Production 01 Phase | | | | | |
| -106 | 4.16.10 | | Production Milestone #1 | |  |
| -99 | 6.04.10 | | Production Milestone #2 | |  |
| -93 | 7.16.10 | | Production Milestone #3 | |  |
| -86 | 9.03.10 | | Production Milestone #4 | |  |
| -85 | 9.08.10 | | Production Progress Product WBGDev Review | | * WBG Dev |
| -84 | 9.15.10 | | Production Progress Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
| Production 02 Phase | | | | | |
| -80 | 10.15.10 | | Production Milestone #5 | |  |
| -73 | 12.03.10 | | Production Milestone #6 | |  |
| -68 | 1.14.11 | | Production Milestone #7 | |  |
| -62 | 2.25.11 | | Production Milestone #8 | |  |
| -56 | 4.08.11 | | Production Milestone #9 | |  |
| -50 | 5.20.11 | | Internal Alpha Delivery (Lockdown) | |  |
| -46 | 6.17.11 | | Alpha Delivery | |  |
| -45 | 6.23.11 | | Alpha WBG Dev Product Review | | * WBG Dev |
| -44 | 6.30.11 | | Alpha Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
| -40 | 7.29.11 | | Production Milestone #11 | |  |
| -34 | 9.09.11 | | Production Milestone #12 | |  |
| -28 | 10.21.11 | | Production Milestone #13 | |  |
| -22 | 12.02.11 | | Internal Beta Delivery (Lockdown) | |  |
| -20 | 12.16.11 | | Beta Delivery | |  |
| -47 | 1.04.11 | | Beta WBG Dev Product Review | | * WBG Dev |
| -16 | 1.11.12 | | BETA Product Review | | * Senior WBG Management * Marketing * PR * Sales * Theatrical * Licensing |
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| -7 | 3.16.12 | | Cert Submission - All SKUs | |  |
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| 0 | 5.04.12 | | RTM | |  |
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| +4 | 6.01.12 | | Shelf Date | |  |
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