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# WBS Diagram for Game Development

# Outline

* Project Manager
  + Meet with client
    - define deliverables
    - assign asset responsibilities
    - deliver proof of concept
  + Graphic Artist
    - new map
    - mini games
    - hats
  + Developer
    - demo of assets
      * merge assets with new map
      * test
      * open new map to play locally
      * update
      * upload to among us server
      * test
      * update
  + Programmer
    - new map
    - mini games
    - hats
    - Test
    - Update
  + IT systems manager
    - maintain computers
    - maintain cloud

# Dictionary

**Assets**- Plan for fun Star Wars themed birthday party for Emily

**Map**-

**Mini games-**

**Hats-**