

Project Schedule, PERT/CPM Exercise, and Project Web Page

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Project Overview

The proposed system is an independent structured catalog for combat items in Kingdom of Loathing (KoL). Currently, information about combat items is spread across wiki pages, item descriptions, player knowledge, and other sources, which makes it difficult for players and script authors to quickly compare items based on their actual combat effects. The proposed system would organize combat items into consistent categories and searchable properties, including elemental damage, healing effects, combat effects, unusual behaviors, inventory quantity, and Mall price information. The primary users would be KoL players who want to make informed decisions about which combat items to use, as well as script authors and community maintainers who need structured and consistent item information.

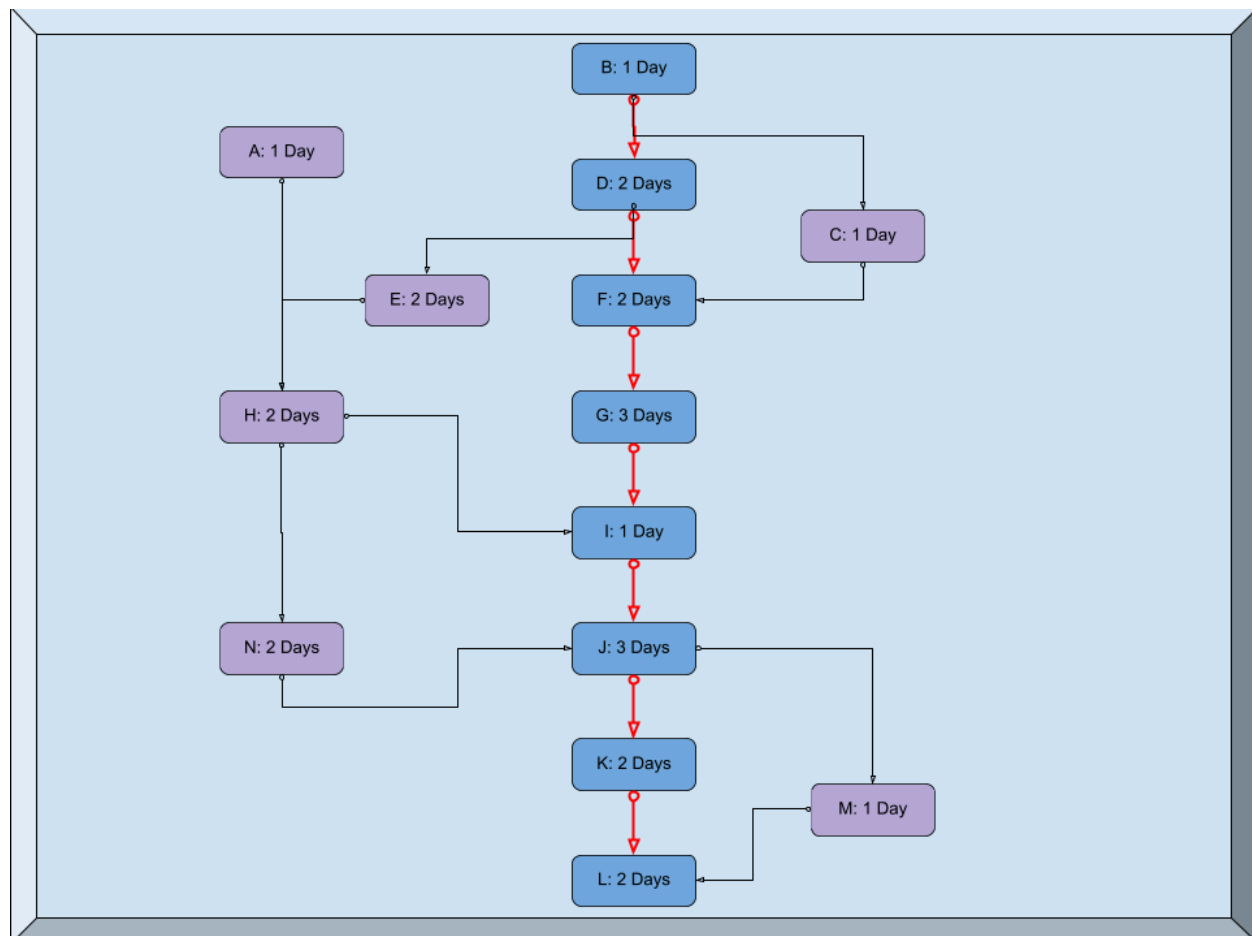
Project Activity List

ID	Activity Name	Description	Estimated Duration	Depends on	Deliverable / Output
A	Build project hub	Review all earlier deliverables for gaps, inconsistencies, and anything that needs updating before final submission	1 day	None	Project hub with links
B	Review completed project documents	Set up a Website linking all documents, diagrams, the prototype, and the schedule	1 day	None	Revision list
C	Revise user stories, use cases, and system requirements	Update the user stories, use case narratives, and test checklist, and compile functional, nonfunctional, data, and usability requirements	1 day	B	Updated stories, use cases, and test checklist
D	Revise ERD, data dictionary, and business rules	Update entities, attributes, and relationships, and compile the major business rules	2 days	B	Updated ERD and data dictionary

E	Finalize process model with narrative	Confirm the context diagram and data flow diagram match the revised data model, and write a short explanation of each process and data flow	2 days	D	Context diagram, DFD, and written narrative
F	Revise prototype screens	Update the Search, Results, and Compare screens to match the revised requirements and data model	2 days	C, D	Updated clickable prototype
G	Prototype review with 2-3 users	Have a few players, script authors, or wiki editors try the prototype and give feedback on usability and usefulness	3 days	F	Feedback summary
H	Feasibility analysis	Assess technical, operational, economic, and schedule feasibility of building and maintaining the catalog	2 days	A, D, E	Feasibility section
I	Update development approach memo	Incorporate prototype feedback and feasibility findings into the final development approach recommendation	1 day	G, H	Final recommendation memo
J	Assemble final report	Combine all deliverables into one cohesive report with consistent terminology and a clear overview	3 days	A, C, E, G, H, I, N	Draft final report
K	Prepare presentation	Build slides covering the problem, proposed system, models, prototype, and findings	2 days	J	Slide deck
L	Proofread and revise	Final edit of the report and presentation, plus a check that all hub links work	2 days	J, K, M	Final submission

M	Write final revision memo	Write a one-page reflection on the revisions made, how feedback shaped the work, and what to improve next	1 day	I	Revision memo
N	Write business case, recommendation, and deployment sections	Summarize benefits, risks, and the final recommendation, and describe training, communication, support, and rollout considerations	1 day	H	Business case and deployment sections

PERT/CPM Planning Exercise



Critical path: B → D → F → G → I → J → K → L

Estimated total project duration: 15 calendar days

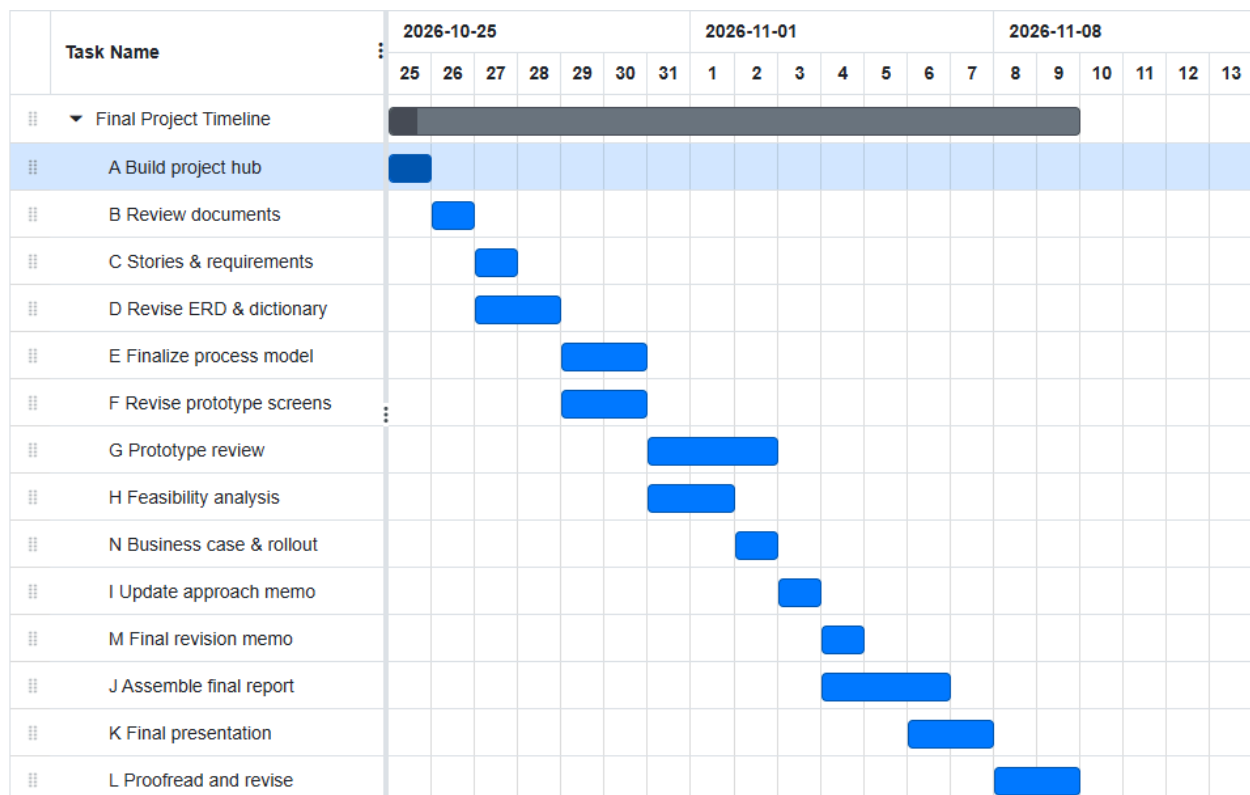
Activities that cannot be delayed

- B, D, F, G, I, J, K, and L have zero slack, so a one-day delay to any of them moves the final completion date by one day.
- There is a shared buffer pool of 3 days, however

Activities that can slip without affecting the end date

- C, E, H, and N: 1 day each
- M: 3 days
- A: already complete

Project Schedule



Project Web Page: <https://combat-catalog.linzinha.is/>

Planning Explanation

I chose the activities in my schedule by looking at what the final report requires and comparing it to what I've already finished. Most of the analysis and design work exists, so I didn't need to plan it from scratch. The remaining work falls into three groups: revising what I already have (requirements, the data model, the process model, and the prototype), adding what I haven't done yet (the feasibility analysis, business case, and

deployment considerations), and pulling everything into the final report, presentation, and revision memo. I started with a document review because I expect to find places where my earlier assignments no longer agree with each other, and it's easier to fix those before building the final report on top of them.

The activities that depend most on earlier work are the ones that sit downstream of the data model. The ERD, data dictionary, and business rules (D) feed the process model, the prototype screens, and the feasibility analysis, so if that work is wrong, a lot of other things have to be redone. The final report (J) depends on almost everything else, and the presentation and proofreading depend on the report. Those are the activities I can't really start early.

The critical path runs from the document review through the ERD and data dictionary, the prototype revision, the prototype review, the development approach memo, the final report, the presentation, and the final proofread. Together that is 15 days, from October 26 to November 9. It tells me my timeline is mostly one long chain, not a set of separate tasks, so a delay in any of those activities pushes back everything after it. Since I'm using weekends, the plan finishes three days before the November 12 deadline, and those days are my only cushion. The activities off the critical path (revising the stories and use cases, the process model, the feasibility analysis, and the business case) each have a day of slack, and the revision memo has three.

The prototype review is the most at risk. It's on the critical path, and it's the only activity that depends on other people. I need two or three players, script authors, or wiki editors to try the prototype and respond within about three days, and I can't control how fast they do that. The community is small and volunteer-driven, so I'm planning to ask people now instead of waiting until the prototype is finished.

The project hub will help me stay organized by keeping everything in one place: the problem statement, scope, schedule, milestones, deliverables, and diagrams. I built it first because I'd rather link documents as I finish them than hunt for them at the end. The progress bar and checklist also give me a quick way to see what's left, and I'll use the hub to test every link before I submit.

If my requirements, models, or prototype change, I'll need to revise the connected pieces together. A change to the ERD affects the data dictionary, process model, prototype, and feasibility analysis, so I'll update those at the same time and then update the activity list, PERT/CPM diagram, and schedule so they still match. If the changes are large, I'll use the buffer days first, and if that isn't enough, I'll shorten the less critical work to protect the deadline.

References

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