Cybersport organization

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Determining sequence of work:

1. Create teams;
2. Create the organization;
3. Find the sponsors;
4. Rent computer club;
5. Training teams during one month;
6. Participation in tournaments.

Interdependence:

Social

Political

Technological Improve in country

Development of working places

Program (Project) Evaluation and Review Technique Estimation

* The PERT equation for expected time is

* **E = (O + 4M + P)/6,**
* The most pessimistic (P) case when everything goes wrong
* The most optimistic (O) case where everything goes right
* The most likely (M) case given normal problems and opportunities

PERT Estimate Calculator:

Optimistic Value   =   10
Most Likely Value   = 16
Pessimistic Value   =   20
PERT Estimate = 15,67 days

Critical path method:

Injuries players (physical, psychological)

Lack of sponsors

Regression level game players

Failure to sponsorship payments

Unsatisfactory performance

Milestones list(Gantt chart)

Milestone List				
Project:		Date:		
Milestone No.	Milestone	Start date	Completion date	
1.	Project Start	01.10.2016	16.10.2016	
2.	Creation cybersport org.	01.10.2016	16.10.2016	
3.	Team creation	01.10.2016	16.10.2016	
4.	Come up a logo	01.10.2016	02.10.2016	
5.	Find the sponsors	02.10.2016	04.10.2016	
6.	The opening comp club	04.10.2016	09.10.2016	
7.	Reqruitment of players	09.10.2016	16.10.2016	

Generated with online service GanttPro.com

Task name	Start date	End date	Duration day	2016			
				Septemb	October		
				39 Week	40 Week	41 Week	42 Week
∨ Total estimate	01/10/16	16/10/16	15.04				
∨ Creation of cybersport or	01/10/16	16/10/16	15.04	Creation of cybersport org.			Creation of cy
∨ Team creation	01/10/16	16/10/16	15.04	Team creation			
Come up a logo an	01/10/16	02/10/16	1.04	C Come up a logo and organization's name			
Find the sponsors	02/10/16	04/10/16	2.00	Find Find the sponsors			
The opening of the	04/10/16	09/10/16	5.00	The open The opening of the compute			
Reqruitment of play	09/10/16	16/10/16	6.00	Reqruitmen Reqruitment o			

Thanks!