ABSTRACT

Startup Game Whiz is a startup engaged in the field of educational games, their first product is the English game Square Talks! is currently in the planning phase to work on the development project of Square Talks! stage 3. In the previous project, the development of Square Talks! stage 2 has a problem that is undefined scope, project delays, non-detailed cost, and undefined resources. Therefore, in order to not repeat the same conditions in the previous project, the new project requires reference documents in the form of Scope Baseline, Schedule Baseline, Cost Baseline, and Resource Management Plan. The data needed are Project Charter, Activity List, Activity Sequencing, Estimate Activity Duration, Organizational Structure, and Job Description. The scope of work for this project is to work on the admin page for questions, audio, and create game backsounds with four phases of project work from WBS that is preparation, execution, testing, and closing. The results of the estimation of the total duration project work using CPM are 68 days with 19 activities carried out by 6 project workers, each of whom has working hours. The estimated project cost is Rp37.052.409 and then added with the contingency cost of the Game Whiz provision of 10% is Rp3.705.241 for a total is Rp40.757.650.

*Keywords — [**Scope Baseline, Schedule Baseline, Cost Baseline, Resource Management Plan, Game Whiz, Square Talks!**]*