

**make planning faster,
easier, AND ..more realistic!**



Portfolio - project management
tool

Casino Mobile Game Development

How it was before Portfolio ?

Google Sheets

- No planing and plans
- No progress track
- Only milestones of projects
- No Jira integration
- No resources assigning and availability
- Only one day of week actual status
- No projects managing unification
- No transparency of projects managing
- No reporting

| Game Name | Release | PM | NGM Epic | Dev. Start | Dev. End | FM QA End |
|-------------------------|---------|-------------------|---------------------------|------------|----------|-----------|
| Ace Ventura | 15.12 | Serhii Sokhriakov | NGM-14061 | 23.06.15 | 20.08.15 | 25.08.15 |
| Nostradamus | 16.1 | Serhii Sokhriakov | NGM-4880 | 12.06.15 | 18.08.15 | 28.08.15 |
| Firemen | 16.1 | Serhii Sokhriakov | NGM-4826 | 06.07.15 | 12.08.15 | 17.08.15 |
| Catwalk | 16.1 | Serhii Sokhriakov | NGM-19324 | 20.07.15 | 18.08.16 | 25.08.15 |
| Hawaiian Treasure | 16.1 | Serhii Sokhriakov | NGM-19326 | 20.07.15 | 18.08.17 | 25.08.15 |
| Wild Wishes | 16.3 | Serhii Sokhriakov | NGM-4801 | 15.09.15 | 30.10.15 | 9.11.15 |
| Innocence Or Temptation | 16.3 | Serhii Sokhriakov | NGM-19320 | 20.07.15 | 1.09.15 | 25.09.15 |
| Neon Life | 16.3 | Serhii Sokhriakov | NGM-4803 | 07.06.15 | 5.12.15 | 15.12.15 |
| Leprechauns Luck | 15.12 | Kamelia Fattahi | NGM-21350 | 01.02.15 | 15.09.15 | 26.10.15 |



And solution was found...



Portfolio

- Real time and realistic projects planing
- The answer to the 'what-if' questions
- 100% project managing transparency
- Track the projects progress
- Baseline and simply project creating
- Resources calendar and teams managing
- Unification and standardisation of projects managing unification
- Full Jira integration
- Built in reporting
- Export data project to CSV



Real time and realistic projects planing

Just import data from Jira or insert it inside Portfolio, set estimates and dependencies for project's task, assign priority for project and your project plan are ready with clear game release

| # | Title |
|----|-----------------------------|
| 54 | > 101 Roulette |
| 55 | > Penny Roulette |
| 56 | > Hi-Lo Premium |
| 57 | > Joker Poker |
| 58 | > Age Of The Gods Roulette |
| 59 | > Premium French Roulette |
| 60 | > Premium American Roulette |

| Title | Estimate (d) | PM | Code Review | Native |
|---|--------------|------------|-------------|------------|
| ▼ Premium French Roulette | ε 38.7 | ε 1.2 | | ε 0.5 |
| [Premium French Roulette] RM - Payment & Logic testing | ε 12 | | | |
| [Premium French Roulette] GS Released | ε 0.1 | 0.1 | | |
| [Premium French Roulette] RM - E2E testing details X | ε 10 | | | |
| [Premium French Roulette] GLI | ε 11 | | | |
| [Premium French Roulette] GLI Approved | ε 0.1 | 0.1 | | |
| [Premium French Roulette] Native Adaptation | ε 0.5 | | | 0.5 |
| [Premium French Roulette] RM - Localization testing | ε 4 | | | |
| [Premium French Roulette] Preparation for release | ε 1 | 1 | | |

| Requires | Is required by |
|---|---|
| Premium French Roulette 2/19 stories | Premium French Roulette 5/19 stories |
| [Premium French Roulette] FM - UI & Functional test ... | [Premium French Roulette] RM - E2E testing |
| [Premium French Roulette] Code Review | [Premium French Roulette] Native Adaptation |
| | [Premium French Roulette] GLI |
| | [Premium French Roulette] Preparation for release |
| | [Premium French Roulette] GS Released |

[Edit](#)

The answer to the 'what-if' questions

Do you need to add additional resource?

Do you need to switch priority between projects?

Do you need to increase scope of project?

Easy - just add team member to you team with appropriate skill, bring up more priority project, add new task in project with needed skill - press recalculate button and receive impact of changing

| | | | |
|----|---|---------------------------|-------------------------------|
| 24 | > | Space Invaders | |
| 25 | > | Tiki Paradise | |
| 26 | > | DC Super Heroes Jackpot | |
| 27 | > | Batman & The Joker Jewels | details X v |

Games (0)

Oleg Okolsky

- Benjamin Spiss - virt VIRTUAL
- Bogdan Iavorskyi VIRTUAL
- Bohdan Sribnyi JIRA
- Buffer 21 VIRTUAL
- Buffer 22 VIRTUAL

Create virtual user

Mykhailo Gryshchenko

| | |
|--|--------|
| [Tiki Paradise] RM Development | € 7.41 |
| [Tiki Paradise] Internal Code Review - RM | € 7 |
| [Tiki Paradise] Code Review | € 4 |
| [Tiki Paradise] RM P&L Test Design | € 2.53 |
| [Tiki Paradise] RM Payment & Logic testing | € 14 |
| [Tiki Paradise] RM P&L Bugfixing | € 1 |
| [Tiki Paradise] GLI Certification | € 6 |

| # | Title | Start Date | End Date | Estimate (d) | Initiative | Theme | Issue Link | Issue Status | Progress |
|----|--|------------|------------|--------------|------------|-----------|------------|--------------|---------------------------------|
| 22 | > Ice Cave | 10.05.2016 | 13.05.2016 | ε 3.02 | 16.5 | NO RISK | NGM-40033 | IN PROGRESS | <div style="width: 0%;"></div> |
| 23 | > Frankie Dettori's Magic 7 - Core 2.x | 10.05.2016 | 13.05.2016 | ε 3.01 | 16.6 | MID RISK | NGM-5560 | IN PROGRESS | <div style="width: 5%;"></div> |
| 24 | > Space Invaders | 10.05.2016 | 01.08.2016 | ε 99.83 | 16.7 | HIGH RISK | NGM-51061 | IN PROGRESS | <div style="width: 5%;"></div> |
| 25 | > Tiki Paradise | 10.05.2016 | 01.08.2016 | ε 110.2 | 16.7 | HIGH RISK | NGM-40027 | IN PROGRESS | <div style="width: 5%;"></div> |
| 26 | > DC Super Heroes Jackpot | 10.05.2016 | 05.07.2016 | ε 57.85 | 16.8 | HIGH RISK | NGM-61678 | IN PROGRESS | <div style="width: 20%;"></div> |
| 27 | > Batman & The Joker Jewels | 10.05.2016 | 01.09.2016 | ε 140.43 | 16.8 | HIGH RISK | NGM-51110 | IN PROGRESS | <div style="width: 20%;"></div> |

100% project managing transparency

One point of checking status of each task for any project - just configure needed filter

Track the projects progress

Base on each day of log spent time to Jira project's task portfolio receiving spent efforts of project and providing clear picture of track progress of project

Just log time and track the project progress

| Title | Issue Status | Progress |
|---|----------------|---------------------------------|
| Holy Grail | IN PROGRESS | <div style="width: 20%;"></div> |
| [Holy Grail] Internal Code Review - FM | IN PROGRESS | <div style="width: 90%;"></div> |
| [Holy Grail] CU Review 1 | DEVELOPMENT... | <div style="width: 10%;"></div> |
| [Holy Grail] CU Review 2 | REVIEWED | <div style="width: 0%;"></div> |
| [Holy Grail] CU Review 3 | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] CU Review 4 | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] CU Approved | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] RM Development | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] Help File | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] RM Help file Testing | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] Code Review | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] Internal Code Review RM | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] RM P&L Test Design | OPEN | <div style="width: 0%;"></div> |
| [Holy Grail] RM Payment & Logic testing | OPEN | <div style="width: 0%;"></div> |

Baseline and simply project creating

Just import data from Jira or insert it inside Portfolio, set estimates and dependencies for project's task, assign priority for project and your project plan are ready with clear game release

| Title | Release | Team |
|--|-------------|---------------|
| Holy Grail | 16.9, Later | Games (Ash) |
| [Holy Grail] Internal Code Review - FM | Later | Games (Ash) |
| [Holy Grail] CU Review 1 | Later | Games (A) |
| [Holy Grail] CU Review 2 | Later | • Games (Ash) |
| [Holy Grail] CU Review 3 | Later | Games (EE) |
| [Holy Grail] CU Review 4 | Later | Games (IG) |
| [Holy Grail] CU Approved | Later | Games (IG-L) |
| [Holy Grail] RM Development | Later | Games (O) |
| | | Games (UA) |

Import Existing Issues

Holy Grail Exclude already linked issues Include parent epics

| Key | Title | Issue Type | Status |
|-----------|--|------------|--------|
| NGM-62175 | [Holy Grail] - Create slices of updated payta... | Task | CLOSED |
| NGM-58961 | [Holy Grail] Technical Debt | Task | OPEN |
| NGM-58512 | [Holy Grail] - Create Paytable slices | Task | CLOSED |
| NGM-56095 | [Holy Grail] - Rearrange assets for slices opt... | Task | DONE |
| NGM-55131 | [Holy Grail] - Create sprite animations | Task | CLOSED |
| NGM-54882 | [Holy Grail] - Create slices for portrait mode... | Task | CLOSED |
| NGM-53702 | [Holy Grail] Internal Code Review #1 | Task | DONE |
| NGM-51425 | [Holy Grail] - Slices of grenade and nuns sy... | Task | DONE |
| NGM-50148 | [Holy Grail] - mirror reflection tim_hand slice | Task | DONE |
| NGM-50108 | [Holy Grail] - Create slices from PSD | Task | DONE |
| NGM-49061 | [Holy Grail] - Holy Grail free mode animations | Task | DONE |
| NGM-48699 | [Holy Grail] - rope image | Task | CLOSED |
| NGM-48653 | [Holy Grail] - Holy Grail translate to free gam... | Task | CLOSED |

Insert epics in bulk

Type or paste multiple backlog items
 Use one line per backlog item. Indent stories with space or hyphen. When copy-pasting from a file, indenting via TAB also works.

```

Game Name
[Game Name] Package delivery
[Game Name] Package approval
[Game Name] FM Test Design
[Game Name] FM Development
[Game Name] FM - UI & Functional testing
[Game Name] FM - Bugfixing
[Game Name] CU Review 1
[Game Name] CU Review 2
[Game Name] CU Review 3
[Game Name] CU Review 4
  
```

Create in release

Resources calendar and teams managing

Through Portfolio to each team or\and each team member you can set up personal calendar with appropriate resources availability and loading (holidays, sick days, vacations, etc). Base on team capacity Portfolio automatically will make correct project planing In any time you can check forecast and actual tasks for any resource

| Title | Serhii Senkevych |
|-----------------------|---|
| Uliana Shumelda | |
| Ivan Golub | |
| Dmytro Kubov | |
| Stanislav Zhelieznov | |
| ASH QA 2 | |
| Serhii Senkevych | General Availability <i>Always available.</i> <input type="button" value="Add limited presence"/> <input type="button" value="Add absence"/> |
| Sergiy Siryy | |
| Anton Tkachov | |
| Anton Glova | |
| Yurii Mrots | |
| Kyrylo Starikov | |
| Yaroslav Kaspryshyn | |
| Artem Pylypenko | |
| Anatoliy Syvaschenko | |
| Illia Blahodov | |
| Yevhenii Synhaievskyi | Availability in Team Weekly Hours <input type="text" value="40"/> <input type="button" value="Add exceptions"/> |

Unification and standardisation of projects managing unification

Each project has strong structure with in advance defined tasks and milestones. Full portfolio of projects stored in on place with easy access via Jira plugin. Task's dependencies defined in advance and are common to each project. Each new project creating from common template by bulk creating procedure with 30 minutes efforts

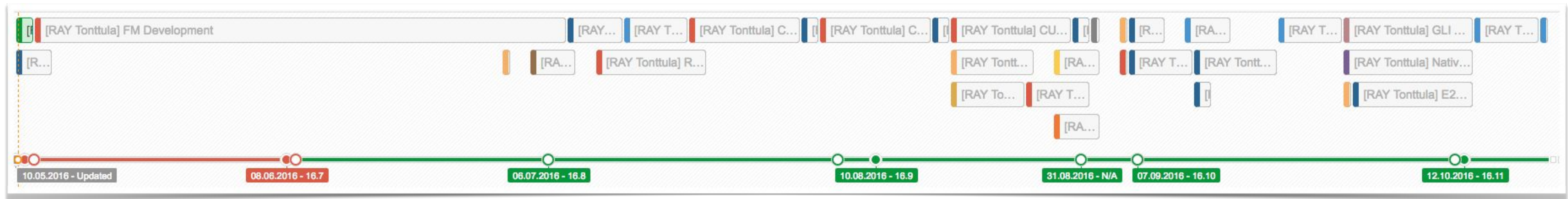
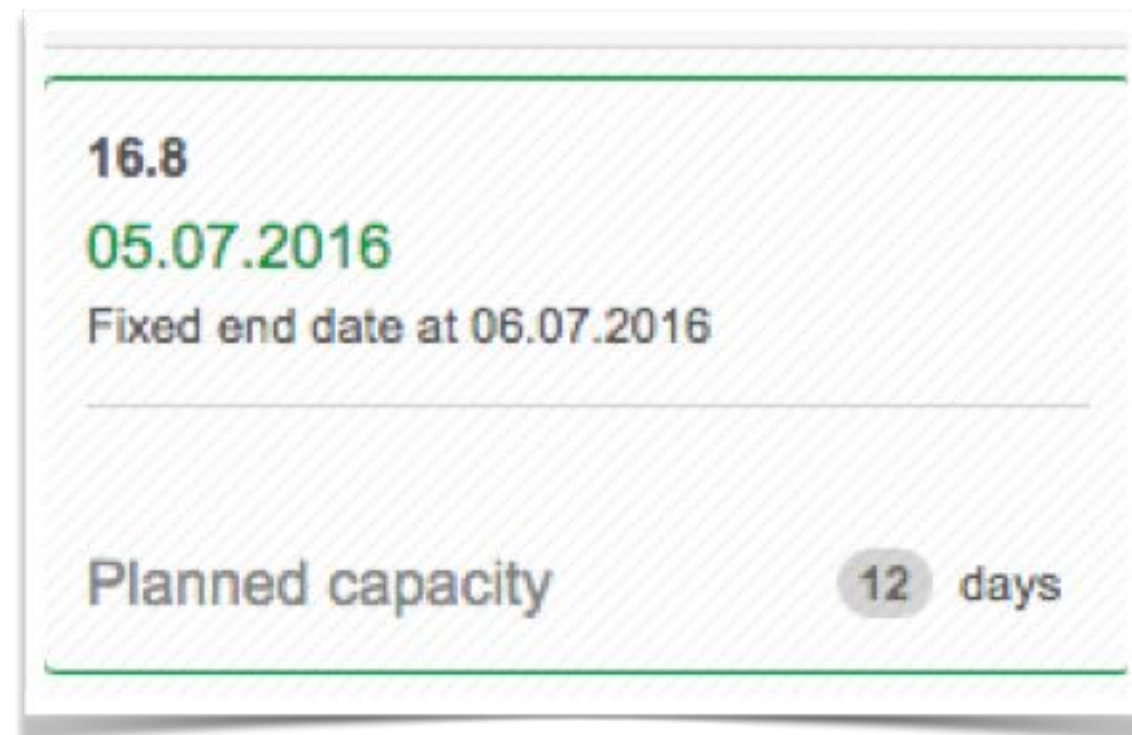
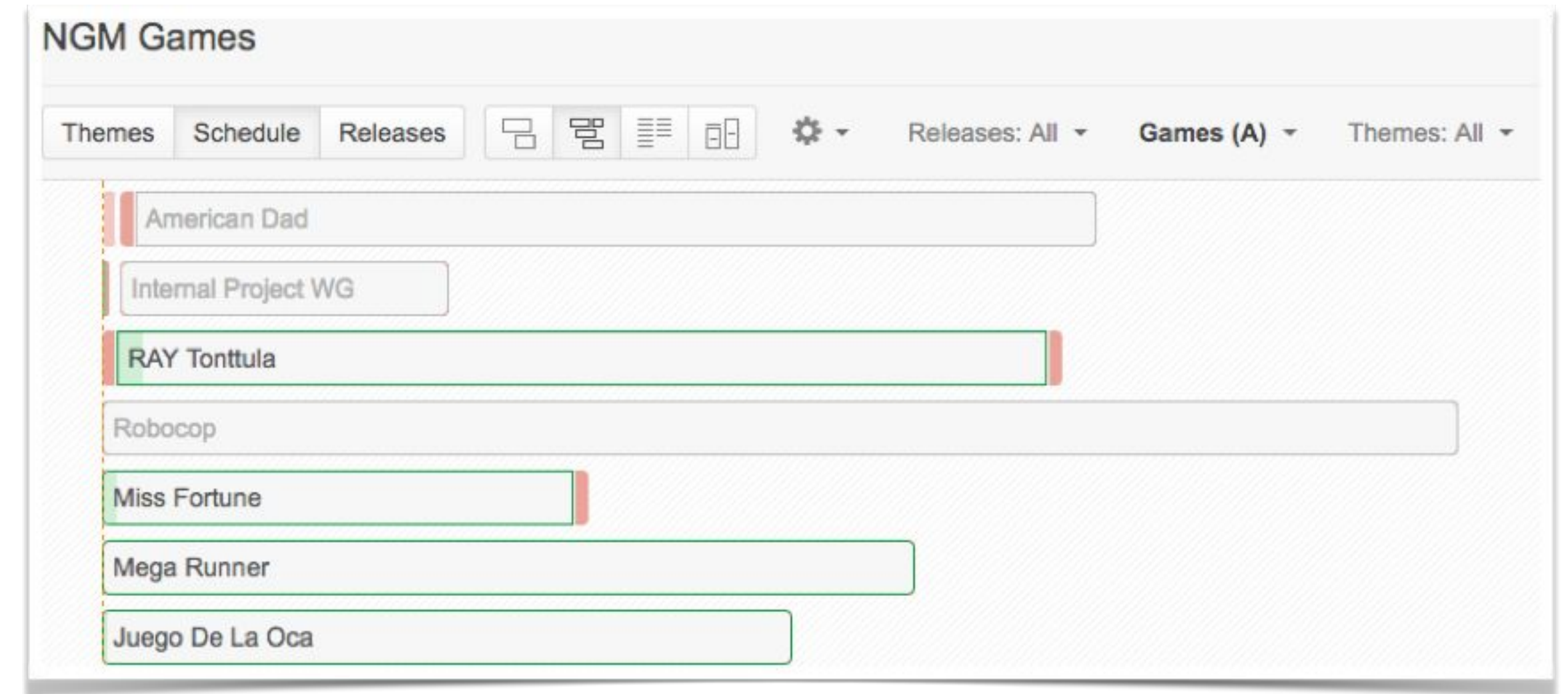
Full Jira integration

Each task from project plan has direct link to Jira follow which you can ease check all needed detailed information like issue's comments or attachments

| # | Title | Initiative | Issue Link | Issue Status | Progress |
|----|---------------------------|------------|---------------------------|--------------|---|
| 24 | > Space Invaders | 16.7 | NGM-51061 | IN PROGRESS | <div style="width: 50%;"><div style="background-color: green; height: 10px;"></div></div> |
| 25 | > Tiki Paradise | 16.7 | NGM-40027 | IN PROGRESS | <div style="width: 50%;"><div style="background-color: green; height: 10px;"></div></div> |
| 26 | > DC Super Heroes Jackpot | 16.8 | NGM-61678 | IN PROGRESS | <div style="width: 20%;"><div style="background-color: green; height: 10px;"></div></div> |

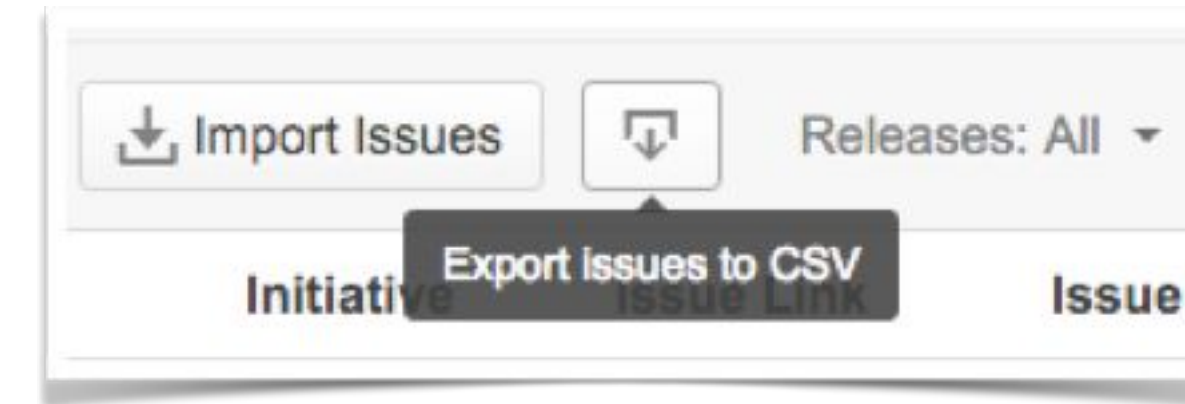
Built in reporting

Base on project information you can easy generate report of release scope, Gantt diagram for selected project, release capacity, etc



Export data project to CSV

By one button you can export all or selected high detail information to CSV file and process it depend of you needs



| | C | D | E | F | G | H | I | J | K | L | M | N |
|-----|--------------------------------------|---------------------|-----------|--------------|--------------|---|---------|------------|------------|------------|----------|----------|
| 1 | Title | Description | ReleaseSt | Releases | Teams | Members | Sprints | EarliestSt | Schedule | Schedule | Estimate | Estimate |
| 3 | Ice Cave | *GP*: Andreas Bexe | NGM Games | 16.6, Later | Games (Ash) | Serhii Sokhriakov, Uri Toh; | | 10.12.2015 | 10.05.2016 | 13.05.2016 | 3.02 | 0.02 |
| 8 | Flintstones | *PM*: Alina Kochari | NGM Games | 16.7, Later | Games (A) | Alina Kochariants, Buffer5, GLI 1, Native | | | 10.05.2016 | 12.05.2016 | 3.1 | 1.1 |
| 15 | AOG: Age of Gods | *PM*: Alina Kochari | NGM Games | 16.6, Later | Games (A) | Buffer6, Buffer7, PM1 | | | 10.05.2016 | 11.05.2016 | 3 | 1 |
| 19 | Frankie Dettori's Magic 7 - Core 2.x | *GP*: Eran Gilboa | NGM Games | 16.7, Later | Games (Ash) | Daryna Horobets, Serhii St | | 01.12.2015 | 10.05.2016 | 13.05.2016 | 3.01 | 0.01 |
| 23 | Penny Roulette | Penny Roulette GP | NGM Games | 16.7, Later | Games (O) | Oleg Okolsky, Olga Sokolova | | | 10.05.2016 | 24.05.2016 | 8.02 | 1.02 |
| 29 | From Russia With Love | GP: Diana Koleva | NGM Games | Later | Games (EE) | Yevgeniy Bakumenko - virt | | | 10.05.2016 | 10.05.2016 | 0.5 | |
| 32 | Space Invaders | Space Invaders *G | NGM Games | 16.9, Later | Games (Ash) | Andreas Bexelius - virt, Daryna Horobet | | | 10.05.2016 | 01.08.2016 | 99.83 | 0.03 |
| 56 | Tiki Paradise | *GP*: Geoff Scapleh | NGM Games | 16.9, Later | Games (Ash) | Anton Glova, Daryna Horobets, Dmytro | | | 10.05.2016 | 01.08.2016 | 110.2 | 0.04 |
| 82 | Hi-Lo Premium | GP: Offer Ben-Mord | NGM Games | 16.7, Later | Games (O) | Aleksandra Turina, Inna Parakhniuk - vir | | | 10.05.2016 | 27.05.2016 | 44.48 | 21.1 |
| 91 | Age Of The Gods Athena | GP: *Oleksandr Gon | NGM Games | 16.7, Later | Games (UA) | GLI UA virtual 1, Maksym Iakovenko, Na | | | 10.05.2016 | 25.05.2016 | 36.93 | 0.02 |
| 103 | The Pyramid of Ramesses | The Pyramid of Ram | NGM Games | 16.7, Later | Games (IG-L) | Igor Lysak - virt, MÄrt Laur, Yevgeniy B | | | 10.05.2016 | 23.05.2016 | 10.5 | 1 |
| 108 | Football Carnival - Core 2.x | *PM*: Alina Kochari | NGM Games | 16.7, Later | Games (A) | Aleksander Muntyanu, Alina Kochariant | | | 10.05.2016 | 08.06.2016 | 45.06 | 1 |
| 122 | King Kong - Core 2.x | *PM*: Alina Kochari | NGM Games | 16.8, Later | Games (A) | Aleksander Muntyanu, Alina Kochariant | | | 10.05.2016 | 13.06.2016 | 36.2 | 1 |
| 135 | DC Super Heroes Jackpot | GP - Offer Ben-Morc | NGM Games | 16.8, Later | Games (Ash) | Alexander Iv | | | 10.05.2016 | 05.07.2016 | 57.85 | 0.04 |
| 157 | Batman & The Joker Jewels | GP: [Geoff Scapleho | NGM Games | 16.10, Later | Games (Ash) | Alam Gill - virt, Alexander | | 07.03.2016 | 10.05.2016 | 01.09.2016 | 140.43 | 0.05 |
| 189 | Holy Grail | GP: [Geoff Scapleho | NGM Games | 16.9, Later | Games (Ash) | Alam Gill - virt, Anton Glov | | 10.12.2015 | 10.05.2016 | 28.07.2016 | 111.54 | 0.03 |
| 215 | Heart of the Frontier | *GP*: Geoff Scapleh | NGM Games | 16.9, Later | Games (Ash) | Alam Gill - virt, Alexander | | 08.02.2016 | 10.05.2016 | 05.08.2016 | 134.93 | 0.05 |
| 246 | Fields Of Fortune | *GP*: Andreas Bexe | NGM Games | 16.10, Later | Games (Ash) | Andreas Bexelius - virt, An | | 16.02.2016 | 10.05.2016 | 30.08.2016 | 133.03 | 0.03 |
| 273 | Joker Poker | Joker Poker GP - [r | NGM Games | 16.8, Later | Games (O) | Oleg Okolsky, Oleksandr Yeromenko, O | | | 10.05.2016 | 10.06.2016 | 66.83 | 21.2 |
| 283 | Age Of The Gods Roulette | Age of the Gods Rou | NGM Games | 16.9, Later | Games (O) | Anatoliy Sydorenko, Igor Lysak - super v | | | 10.05.2016 | 18.07.2016 | 76.2 | 1.2 |
| 295 | Premium French Roulette | GP - Offer Ben-Morc | NGM Games | 16.8, Later | Games (O) | Anton Khodakivskiy, Oleg Okolsky, Olek | | | 10.05.2016 | 29.06.2016 | 51.2 | 1.2 |
| 305 | Premium American Roulette | Premium American | NGM Games | 16.9, Later | Games (O) | Evgeny Panchenko, Liudmyla Osadcha - | | | 10.05.2016 | 11.07.2016 | 67.66 | 1.2 |
| 316 | Penguin Vacation - Core 2.x | Penguin Vacation | NGM Games | 16.8, Later | Games (O) | Andriy Polishchuk, Anton Khodakivskiy, | | | 10.05.2016 | 01.07.2016 | 43.1 | 1.1 |

Portfolio - making life easier

Time for questions

– *Dmytro Taran*