# MANAGEMENT ACTIONS

## Introduction

The following table includes all the management actions that can be taken during the game. Some actions are available in all periods, others might be limited. The table also includes the Workload (WL), Time and Cost impacts. All these impacts need to be considered with respect to the management overhead budget.

## Explanatory on table

The following list provides an explanation of the different columns of the table used to represent the management actions.

* **Column 1: ID:** The ID Code of the management action
* **Column 2: Action:** The description/ Name of the management action.
* **Column 3: Info 1:** Indicates which information is needed to define the action (e.g. have a meeting, the info1 is the Non-Player Character (NPC) with whom the meeting is.
* **Column 4: Info 2:** Similar to Info 1.
* **Column 5: Info 3:** Similar to Info 1.
* **Column 6: Rank:** Sequence/order of all the actions taken. If not indicated the first line is considered first ordered, then second line is second action.

## Management Action Sheets:

**PERIOD: ……………………………………………… TEAM NAME: ……………………………………………. SHEET: ………………… OF ………………..**

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| **ID** | **Action** | **Info 1** | **Info 2** | **Info 3** | **Rank** |
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