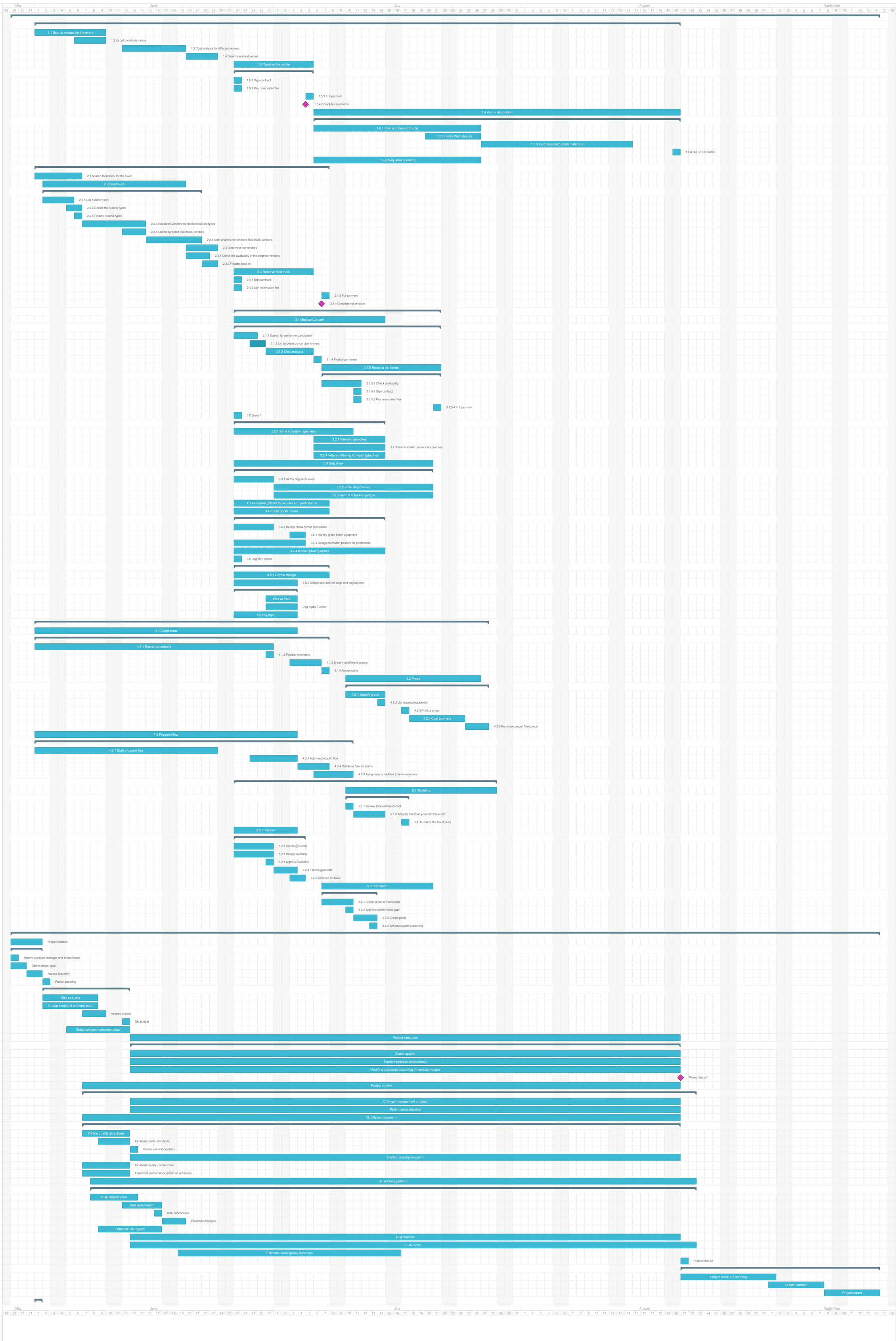
Pups and Woofs Fundraising

Name	Status	%	Dur
Team Himayat–Pups and Wo			15w 4d
Venue			11w 2d
1.1 Search venues for the event	Open	0%	1w 2d
1.2 List all candidate venue	Open	0%	4d
1.3 Cost analysis for different ve	Open	0%	1w 1d
1.4 Determine event venue	Open	0%	4d
1.5 Reserve the venue	Open	0%	1w 3d
Child cards		0%	
1.5.1 Sign contract	Open	0%	1d
1.5.2 Pay reservation fee	Open	0%	1d
1.5.3 Full payment	Open	0%	1d
1.5.4 Complete reservation	Open	0%	
1.6 Venue decoration	Open	0%	6w 2d
Child cards		0%	
1.6.1 Plan and design theme	Open	0%	3w
1.6.2 Finalize them design	Open	0%	1w
1.6.3 Purchase decoration mater	Open	0%	2w 3d
1.6.4 Set up decoration	Open	0%	
1.7 Activity area planning	Open	0%	3w
Food Truck			5w 2d
2.1 Search food truck for the eve	Open	0%	4d
2.2 Food truck	Open	0%	2w 2d
Child cards		0%	
2.2.1 List cuisine types	Open	0%	2d
2.2.2 Decide the cuisine types	Open	0%	2d
2.2.6 Finalize cuisine types	Open	0%	1d
2.2.3 Research vendors for decid	Open	0%	1w 1d
2.2.4 List the targeted food truck	Open	0%	3d
2.2.5 Cost analysis for different f	Open	0%	1w
2.3 Determine the vendors	Open	0%	4d
2.3.1 Check the availability of th	Open	0%	3d
2.3.2 Finalize decision	Open	0%	2d
2.4 Reserve food truck	Open	0%	1w 3d
2.4.1 Sign contract	Open	0%	1d
2.4.2 pay reservation fee	Open	0%	1d
2.4.3 Full payment	Open	0%	1d
2.4.4 Complete reservation	Open	0%	
Activities			4w
3.1 Musical Concert	Open	0%	3w
Child cards		0%	
3.1.1 Search for performer candi	Open	0%	3d
3.1.2 List targeted concert perfor	Open	100%	2d
3.1.3 Cost analysis	Open	0%	4d
3.1.4 Finalize performer	Open	0%	1d
3.1.5 Reserve performer	Open	0%	2w 1d
New checklist		0%	
3.1.5.1 Check availability	Open	0%	3d
3.1.5.2 Sign contract	Open	0%	1d
3.1.5.3 Pay reservation fee	Open	0%	1d
3.1.5.4 Full payment	Open	0%	1d
3.2 Speech	Open	0%	1d
Child cards		0%	
3.2.1 Invite volunteer speakers	Open	0%	2w 1d
3.2.2 Veteran speeches	Open	0%	1w 2d
3.2.3 Animal shelter personnel s	Open	0%	1w 2d
3.2.4 Veteran Moving Forward sp	Open	0%	1w 2d
3.3 Dog show	Open	0%	3w 4d
Child cards		0%	
3.3.1 Define dog show rules	Open	0%	1w
3.3.2 Invite dog owners	Open	0%	2w 4d
3.3.3 Recruit volunteer judges	Open	0%	2w 4d
3.3.4 Prepare gifts for the winner	Open	0%	2w
3.4 Photo booth corner	Open	0%	2w
Child cards		0%	
3.4.2 Design photo corner decora	Open	0%	1w
3.4.1 Identify photo booth equipm	Open	0%	2d
3.4.3 Design promotion posters f	Open	0%	1w 2d
3.4.4 Recruit photographer	Open	0%	3w
3.5 Dog play corner	Open	0%	1d
Child cards		0%	
3.5.1 Corner design	Open	0%	2w
3.5.2 Design activities for dogs a	Open	0%	1w 1d
New checklist		0%	
Weave Pole	Open	0%	2d
Dog Agility Tunnel	Open	0%	2d
Chewy toys	Open	0%	1w 1d
Program			8w 1d
4.1 Event team	Open	0%	4w 3d
Child cards		0%	
4.1.1 Recruit volunteers	Open	0%	4w 2d
4.1.2 Finalize volunteers	Open	0%	1d
4.1.3 Break into different groups	Open	0%	4d
4.1.4 Assign tasks	Open	0%	1d
4.2 Props	Open	0%	2w 3d
Child cards		0%	
4.2.1 Identify props	Open	0%	1w
4.2.2 List required equipment	Open	0%	1d
4.2.3 Finalize props	Open	0%	1d
4.2.4 Cost analysis	Open	0%	1w
4.2.5 Purchase props/ Rent prop	Open	0%	3d
4.3 Program flow	Open	0%	4w 3d
Child cards		0%	
4.3.1 Draft program flow	Open	0%	3w 2d
4.3.2 Approve program flow	Open	0%	4d
4.3.4 Distribute flow for teams	Open	0%	4d
4.3.3 Assign responsibilities to te	Open	0%	3d
Ticketing, Invitation, and Promot			5w
5.1 Ticketing	Open	0%	3w
Child cards		0%	
5.1.1 Review total estimated cos	Open	0%	1d
5.1.2 Analyze the ticket price for	Open	0%	4d
5.1.3 Finalize the ticket price	Open	0%	1d
5.2 Invitation	Open	0%	1w 1d
Child cards		0%	
5.2.3 Create guest list	Open	0%	1w
5.2.1 Design invitation	Open	0%	1w
5.2.2 Approve invitation	Open	0%	1d
5.2.4 Finalize guest list	Open	0%	1d
5.2.5 Send out invitation	Open	0%	2d
5.3 Promotion	Open	0%	2w
Child cards		0%	
5.3.1 Create a social media plan	Open	0%	2d
5.3.2 Approve social media plan	Open	0%	1d
5.3.3 Create posts	Open	0%	3d
5.3.4 Schedule posts publishing	Open	0%	1d
Project Management			15w 4d
Project initiation	Open	0%	4d
Child cards		0%	
Appoint a project manager and p	Open	0%	1d
Define project goal	Open	0%	2d
Assess feasibility	Open	0%	2d
Project planning	Open	0%	1d
Child cards		0%	
Risk analysis	Open	0%	1w
Create schedule and task plan	Open	0%	1w
Assess budget	Open	0%	3d
Set budget	Open	0%	1d
Establish communication plan	Open	0%	1w 1d
Project execution	Open	0%	9w 4d
Child cards		0%	
Status update	Open	0%	9w 4d
Improve process continuously	Open	0%	9w 4d
Modify project plan according the	Open	0%	9w 4d
Project launch	Open	0%	
Project control	Open	0%	10w 3d
Child cards		0%	
Change management process	Open	0%	9w 4d
Performance tracking	Open	0%	9w 4d
Quality management	Open	0%	10w 3d
New checklist		0%	
Define quality objectives	Open	0%	4d
Establish quality standards	Open	0%	2d
Quality assurance policy	Open	0%	1d
Continuous improvement	Open	0%	9w 4d
Establish Quality control ch	Open	0%	4d
Implement performance me	Open	0%	4d
Risk management	Open	0%	10w 4d
New checklist		0%	
Risk identification	Open	0%	4d
Risk assessment	Open	0%	1w
Risk prioritization	Open	0%	1d
Establish strategies	Open	0%	1d
Establish risk register	Open	0%	1w 1d
Risk monitor	Open	0%	9w 4d
Risk report	Open	0%	10w 1d
Estimate Contingency Rese	Open	0%	4w
Project closure	Open	0%	1d
Child cards		0%	
Project close-out meeting	Open	0%	2w
Lesson learned	Open	0%	1w
Project report	Open	0%	1w
Project Management Stage Color			1d



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