

KaDonk announces and welcomes its newest customer, Realtime Worlds

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LiveProject Professional is a stand-alone desktop application for project collaboration and sharing Microsoft Project ® files (.mpp). LiveProject Professional is extremely stable and robust, specifically designed with ease of use in mind. New users will have a minimum learning curve and managers will find unique value in sharing and collaborating on project plans that their teams can view and understand at a glance. LiveProject Professional is installed with customers worldwide and is available as a 30-day FREE trial.

KaDonk's newest customer, Realtime Worlds, has ramped up usage of LiveProject Professional over the past several months. After a thorough evaluation of all available options on the market, Realtime Worlds choose to invest in LiveProject.

Russell Murray, production manager at Realtime Worlds, on LiveProject:

"LiveProject is rapidly establishing itself here at Realtime Worlds as an incredibly effective and robust task-communications conduit between our developers, managers and our Microsoft Project-based schedule."

"We run a mix of agile and more traditionally disciplined teams and LiveProject is effortlessly integrating into our development-management workflow to help us clearly communicate thousands of tasks to our developers, whilst allowing developer and manager to quickly report and review progress against a plan. The result is a marked swing in focus from administration to progress and issues. LiveProject is quite simply empowering and enabling us all to achieve more."

Realtime Worlds uses LiveProject daily to report on project progress. Realtime Worlds developers have come to rely on LiveProject when working on a project. No soon-to-be-outdated print-outs, e-mails or other forms of communication is used or needed. At least weekly, managers and team members sit down and review pending changes to the project plans. This forms the agenda for the meeting, and after agreeing to changes to the plan, it is updated in LiveProject with one click.

The QA manager at Realtime Worlds uses LiveProject to show the progress of all items that will come to him for release test support. He also uses it to track the time spent writing unit tests and the coverage required.

Murray says: "If like us you need to improve how your teams work with Microsoft Project but don't want the hassle or considerable expense of Enterprise tool suites such as MS Project Server®, then LiveProject is for you...it's such a simple and well-executed concept that once you've used it, you'll wonder how you ever managed development without it."

With the latest release of LiveProject Professional 2.2, Realtime Worlds plans to use Export to Excel to create burndown charts to get a more visual guide to progress.

To try LiveProject's innovative collaboration features, sign up at www.kadonk.com for a 30-day FREE trial.

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About Realtime Worlds

Realtime Worlds, founded in 2002, is one of the biggest, and most successful, independent developers in Europe - established by CEO and Creative Director David Jones. With an exceptionally talented staff of 180, its talented team have a tremendous history of creating some of the world's best selling video games, including the global hit franchises 'Lemmings' and 'Grand Theft Auto'. In addition to its Dundee development headquarters, RTW has subsidiary offices in Seoul, South Korea, and in Colorado, United States. In 2006, RTW received a US\$31 million investment from New Enterprise Associates (NEA), one of the world's leading venture capital firms. This investment enables RTW to build new industry-leading video game franchises and recruit top programming and game development talent from around the world.

In an exclusive partnership with Microsoft Game Studios, RTW launched its first title, Crackdown, on Xbox 360 in early 2007. It broke records for demo downloads, sold 1.5 million copies, and also picked up multiple awards including two BAFTAs, and two prestigious Develop Industry Excellence awards.

RTW is currently working on All Points Bulletin, a massively multiplayer online game being created in partnership with Korean online games giant Webzen, due out in 2008.

RTW is always looking for more talented people to join its teams, and believe its job opportunities are unique - its long term financial stability, exciting AAA projects, generous benefits, and sensible development practices contribute to incredibly low staff turnover.

For additional information, visit www.realtimeworlds.com.

About KaDonk

KaDonk, headquartered in Poway, CA, is a sharing and collaboration solutions provider. KaDonk's vision is to provide "information at your fingertips" to improve the visibility, productivity and quality of Project Management with the help of specialized tools, such as LiveProject and related consulting. KaDonk provides a FREE project viewer and collaboration software for Microsoft Project®. KaDonk's software is being used by public and private companies worldwide. KaDonk was founded in 2005.

[You can find this press release here](#)