

## Case Study

### Daptiv PPM



**“With Daptiv we have a huge competitive advantage. Not only does it make us extremely more productive across our internal operations, it has also changed the way we are perceived by our partners and customers.”**

Kent McNall, CEO Gas Powered Games

## Daptiv and Gas Powered Games: 1 up on the Competition

### Gas Powered Games’ Challenge

Gas Powered Games, founded in 1998 by Chris Taylor, creator of the award-winning Total Annihilation(TM), is devoted to creating immersive, state-of-the-art games that push the boundaries of video game entertainment. The company’s first project, Dungeon Siege was released in April 2002, followed by its sequel, Dungeon Siege II.

Gas Powered Games partners with like-minded publishers who share the same commitment to develop innovative, high quality PC games; with that commitment is an unusual amount of cross collaboration in order to design, develop and ship high-quality PC games.

The company needed an environment that would automate processes, tasks, scheduling, and corporate visibility for every project; and could be deployed for both internal development teams and easily extended out to collaborative partners and their teams.

In addition to needs associated with product development, Gas Powered Games had undergone a corporate restructuring to manage its fast accelerating growth. In place was a single project manager using Microsoft Project, a situation which provided management with extremely limited visibility into resources and status on operations throughout the company.

An environment that could manage projects associated with both internal and external product development, and all corporate operations at the same time was needed.

### Gaining The Edge With Daptiv

Daptiv, initially deployed with 30 seats, was increased to 75 employees and 80 seats within six months. Gas Powered Games employees found Daptiv to be extremely easy to use and train on, adoption was fast, and its inherent workflow, collaboration, flexibility and customization made it a unanimous choice for a company-wide deployment.

Management can quickly ascertain “project health” provided by dashboard views, or by extracting data from Daptiv to create reports including tasks, total time consumed by task resource, management allocation, and by person for departmental costs.

## Key Facts

- Gas Powered Games deployed Daptiv with 30 seats, was increased to 80 seats within six months and eProject was the unanimous choice for company-wide deployment.
- Needed an environment that would automate processes, tasks, scheduling, and corporate visibility for every project; and could be deployed for both internal development teams and easily extended out to collaborative partners and teams.
- All of the Gas Powered Game's significant business initiatives are now run on Daptiv.

Additionally, reports can be shared with customers and partners who request access.

With Daptiv, Gas Powered Games now manages game development from both an internal and external perspective, and provides its customers and partners with visibility into all major development projects.