

RAFT Flow Diagnostic

Find out how much of your schedule is spent waiting rather than being worked, and what it costs.

Every discipline in your studio looks busy on its own board, and busy is not the same as moving. Work waits inside a team, sitting in code review or QA or waiting on an approval that has not come back. Then it waits again between teams, finished for one discipline and not yet picked up by the next. That gap is a seam. The second kind is usually larger and almost nobody can see it. Neither kind gets logged as waiting, because your tools record work and a wait leaves nothing to record. The raw material is already in your production tools. The hard part is ruling on what counts as waiting at every handoff, and inside a studio, whoever makes those rulings either lacks the authority to rule across teams or has a stake in the answer. Two weeks, read-only, no change to how your teams work.

HOW THE TWO WEEKS RUN

Delivered remotely. On-site readout available.

WEEK 1

Read the history

Read-only access to your existing production tools. I pull six to twelve months of real project history and reconstruct how work actually moved between your disciplines, not how the process says it should.

WEEK 2

Deliver the number

Wait time quantified everywhere it happens, inside teams and between them, priced against your burn rate, with the three costliest seams named and explained. Live readout to you and your leads, plus the written report.

WHAT YOU WALK AWAY WITH

- The share of calendar time your work spends waiting rather than being worked, per team and across the whole system
- How many weeks your work spent waiting during your last milestone
- That figure priced in dollars at your own burn rate
- The same figure at every wait, inside a team and between teams, so you know which one is worst rather than which team looks slowest
- The three costliest seams, ranked, with what is actually causing each one
- A 90-day plan you can run without me

WHAT I NEED FROM YOU

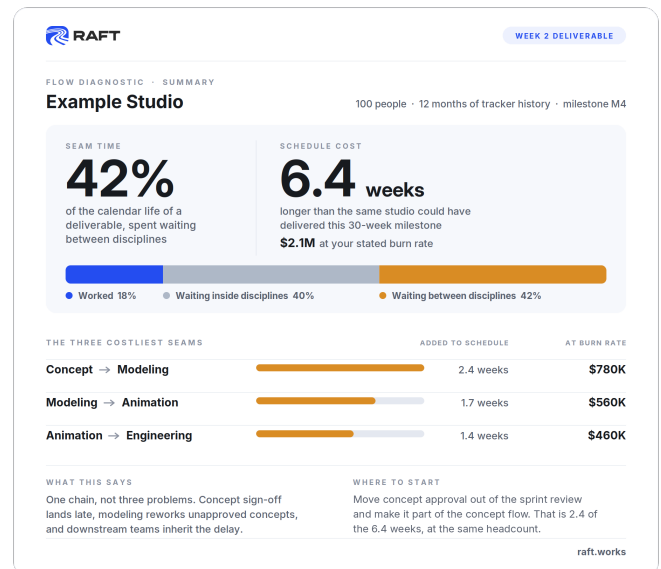
- Read-only access to your production tools (Jira, Favro, or similar)
- One point person
- About two hours of lead time across the two weeks
- No engineering time, no new tooling, no process change

NOT INCLUDED, ON PURPOSE

- No methodology adoption required. This measures what is true in the tools you already run
- No headcount recommendations
- No multi-month assessment
- Not a dashboard. Your production tools already show you what each team completed. This finds the waiting they never recorded, which is where milestones slip and crunch starts

BEST FIT

Studios of 30 to 300 running multiple disciplines against a fixed ship date, where art, design, engineering, audio and QA all touch the same features. Most useful when someone senior already suspects the schedule is leaking and cannot prove where.



\$9,500

Fixed. Two weeks. Half on signing, half on delivery.

If you decide you want the top constraints removed rather than just named, that is a separate engagement, the RAFT Flow Sprint.

WHY ME

Nine shipped AAA titles in production roles at Xbox, 2K, EA and Harmonix, including Rock Band, The Sims, Tiger Woods PGA Tour and Amped. Fifteen years scaling production tooling at Hansoft, acquired by Perforce, and at Favro. I have trained more than a thousand practitioners in parallel flow at game studios and enterprise software companies. RAFT came out of that work: watching teams default to sequential handoffs and naming what the good ones were doing instead. I have lived that wait from inside production and spent a career on the tools that run it.

Next step: a 30-minute call.

I will tell you on that call whether I think there is a real number to find here. If I do not think there is, I will say so.

[Book a 30-minute call → raft.works/onepager](https://raft.works/onepager)

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