ACME TOWER · 28-STOREY RESIDENTIAL · NOVA SCOTIA

Claude planned a 28-storey tower. Here's what it found.

Schedule, critical path, resource and financial analysis. This report reads the OverVue plan "Acme Tower" straight after the Oct 22, 2026 ASAP pass: what drives completion, where the float sits, where the crews clash and what the labour costs. The plan has no END date, so every position is a TimeLine offset, counted in weeks before END.

2,335
Rows in the original Excel project file, all of it carried into 270 tasks.

417
Working days from START to END (83w2d), about 19 months.

82
Critical tasks, zero float, in one unbroken chain.

6 days
Float on the nearest competing path: the hoist and podium rough-ins.

$10.94M
Labour cost in the model; the peak week is $249,760.

WHAT WE FOUND

Five things this plan tells you.

01 Finishes, drive completion

- 82 tasks are critical: the substructure, the mock-up suite and the floor-by-floor suite finishes.
- 273 of the 417 critical-path days (65.5%) are suite finishing.
- **A one-day slip on any critical task moves END by a day.**

02 The mock-up suite is a 57-day gate

- 28 trades run strictly one after another, every one of them critical.
- Releasing Finish L2 from the mock-up would save only about 6 days.
- **The hoist and podium rough-ins are just 6 days behind it.**

03 The occupancy boundaries hold the time

- At L5→L6 and L12→L13 each phase waits for the floor below to finish completely.
- Letting the finish trades run on would save about 26 working days (model estimate).
- **That overlaps the occupancy phases: a contractor and owner decision.**

04 One crew conflict needs a decision

- Acme Suite Finishes needs 11 crews on one day in each of periods 17–12; its limit is 10.
- It comes from 51-day finishes on a one-week floor stagger, so there is no float to use.
- **Confirm 11 crews, or test 50-day finishes (END one day earlier).**

05 Interiors carry the money

- $10.94M of labour in this model; each floor's fit-out costs $319,640.
- The 27 floors come to $8.63M (78.9%); spending peaks at $249,760 in period 33.
- **Early start commits up to $1.87M sooner than late start.**

HOW THIS REPORT WAS MADE

Condensed, not cut. Nothing left behind.

2,335 rows in the original Excel project file
270 tasks hold all of it, built in OverVue by Claude
24 trades priced from 2025 collective agreements
20 pages read from the plan via OverVue's MCP

INSIDE THIS REPORT

Contents

1. Executive summary . . . 1
2. Project overview . . . 3
3. Schedule structure and key events . . . 4
4. Critical path analysis . . . 5
5. Resource conflicts and mitigation . . . 9
6. Financial analysis . . . 12
7. Risks, open issues and contractor questions . . . 15
8. Recommendations and next steps . . . 16
Appendix A. Critical path tasks . . . 18
Appendix B. Resources and labour cost . . . 19
Appendix C. Method and assumptions . . . 20

ABOUT THIS REPORT

This report analyses the OverVue plan "Acme Tower" (plan version Live Plan) as it stood on Oct 22, 2026, straight after the ASAP pass that moved every task with float to its earliest start (saved as snapshot "Live Plan after ASAP pass 2026-10-22"). The plan has **no END date**, so it has no calendar dates. Positions are given the OverVue way: as working time before completion (**@−33w2d** = 33 weeks and 2 days before END) and as **Period #**, the countdown of weeks in the Info Table (Period 84 is the first week, Period 1 the last). 1w = 5 working days; 1d = 8 hours.

Every figure was computed from the plan's tasks, links, durations and resource rates; weekly cash and total cost match OverVue's Info Table to the dollar. Costs are labour-crew costs only. What-if results are model estimates; none has been applied to the plan. Prepared with Claude from the OverVue plan data. This is a demonstration plan: all trade names ("Acme …") are fictional.

Glossary

TERM	MEANING
TimeLine	OverVue's measure of time, counted back from END; every position is a distance before completion.
@−33w2d	A position 33 weeks and 2 days of working time before END.
Period #	The countdown of weeks in the Info Table: Period 84 is the first week, Period 1 the last.
Total float	How far a task can slip without moving END.
Critical path	The chain of zero-float tasks from START to END.
FS / SS+1w	Finish-to-start; start-to-start with a one-week lag. In OverVue a link with a lag is exact and carries no float.
Exact chain	Tasks tied by exact links; the chain moves as one block.
Nexus	A task with three or more immediate successors.
Terminus	A task with three or more immediate predecessors.
Design Space	OverVue's parking area for tasks not yet on the TimeLine.

02 · THE PROJECT

A 28-storey tower, built and handed over in three phases.

The plan covers the construction of a 28-storey residential building from site mobilisation to the final handover. It is organised into 11 deliverables, each a unit of scope rather than a summary task. The building comprises a concrete substructure and podium (L1–L5, with residential suites and parking on L2–L4), a precast tower from L5 to L28 capped by a roof and mechanical penthouse, three elevators (Elevator 1 serving to L4; Elevators 2 and 3 in the tower), ground-floor lobby and amenity spaces, and a landscaped roof terrace and ground level. A full-scale mock-up suite is built and finished before suite production starts.

Residents move in over **three occupancy phases**: 1st Occupancy (L2–L5 and the common areas), 2nd Occupancy (L6–L12) and 3rd Occupancy (L13–L28). Each floor is fitted out by the same four-step sequence: Rough-In, Finish Suites, Fit Out Corridors and Hand Over.

DELIVERABLE	TASKS	TIMELINE SPAN	LABOUR COST	CRITICAL	MIN. FLOAT
Building Structure	37 (1 in DS)	@−83w2d to @−39w1d	$761K	9	0 d
Site Preparation	8 (3 in DS)	@−76w to @−32w4d	$22K	1	0 d
Site Services	7	@−74w to @−69w1d	$215K	0	189 d
Building Systems	13	@−72w1d to @−33w2d	$318K	0	26 d
Building Envelope	50 (2 in DS)	@−70w3d to @−35w4d	$585K	1	0 d
Suites: 1st Occupancy (L2–L5) + Common	25	@−69w4d to @−29w	$1.36M	4	0 d
Landscaping	7	@−69w1d to @−30w	$94K	0	143 d
Mock-up Suites	28	@−67w2d to @−56w	$103K	28	0 d
Elevators	2	@−65w2d to @−33w1d	$112K	0	47 d
Suites: 2nd Occupancy (L6–L12)	28	@−54w1d to @−21w3d	$2.24M	7	0 d
Suites: 3rd Occupancy (L13–L28)	65	@−40w2d to @0	$5.13M	32	0 d
Total	**270 (6 in DS)**	**@−83w2d to @0**	**$10.94M**	**82**	**0 d**

DS = Design Space (parked, not on the TimeLine). Span runs from the deliverable's first task start to its last task finish. Min. float = the smallest total float of its scheduled tasks. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

Trades and resources

Work is assigned to 24 fictional "Acme" trade crews, one crew per task. All are plan-wide resources with a number limit of 10. Acme Cranes & Hoisting is ranked **Tight** (one crane and one hoist, shared by every trade); the other 23 are **Moderate**. Each crew carries an hourly rate (CAD) that drives the cost model in Section 6. The three delay tasks recording events from the source schedule carry no resource and sit in the Design Space.

03 · HOW THE PLAN IS BUILT

264 tasks, 482 links, one way into END.

MEASURE	VALUE	COMMENT
Tasks	270	264 on the TimeLine; 6 in the Design Space (Climb Crane 1–3 awaiting the contractor, and 3 delay records)
Links	482	343 plain FS and 139 SS+1w; all mandatory (no discretionary links)
Exact-link chains	18	Floor-by-floor tiers tied by SS+1w (longest 16 tasks). A chain has no internal float and moves as one block; 4 chains contain critical tasks.
Links into END	1	Hand Over L28 (#264) is the only predecessor of END
Links from START	1	START feeds Mobilize & Prepare Site (#11) only
Orphans / broken links	0 / 0	Every task has a predecessor and a successor; no link is in error
Bookmarked tasks	4	Climb Crane 1–3 (#4–#6) and Softscape Ground Level (#267)

Deliverable spans on the TimeLine (first start to last finish)

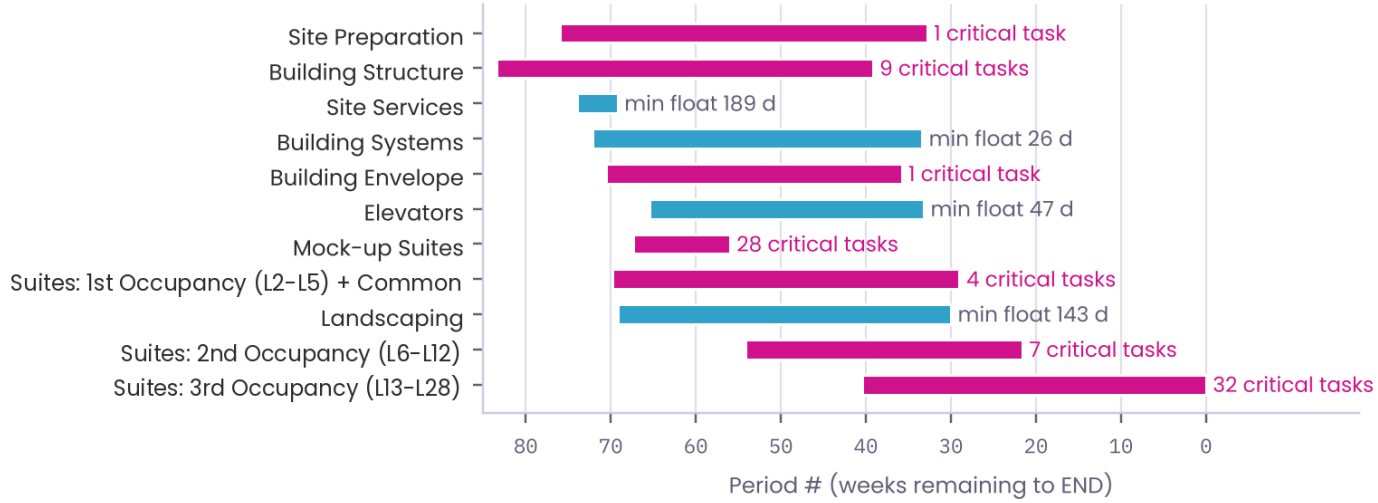


Figure 1. Deliverable spans on the TimeLine. Magenta bars contain at least one critical task; blue bars have float throughout. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

Key events

EVENT	TASK	POSITION	PERIOD	FLOAT
Site mobilised	#11	@−83w2d	84	0 d
Transfer slab complete (podium structure)	#21	@−65w2d	66	6 d
Mock-up suite complete	#147	@−56w	57	0 d
Tower structure topped out (Erect Roof & MPH)	#46	@−39w1d	40	26 d
Tower glazing complete (Glaze L28)	#103	@−39w1d	40	99 d
First suites handed over (Hand Over L2 starts)	#151	@−33w2d	34	26 d
Tower elevators complete (Elevators 2 & 3)	#112	@−33w1d	34	47 d
Landscaping complete (Install Irrigation)	#271	@−30w	31	143 d
1st Occupancy complete (Hand Over L5)	#163	@−29w	30	26 d
2nd Occupancy complete (Hand Over L12)	#200	@−21w3d	22	26 d
3rd Occupancy complete = END (Hand Over L28)	#264	@0	1	0 d

Position is the event's start or finish as working time before END; Period # is the week it falls in. Float is the task's total float. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

04 · CRITICAL PATH

Finishes, not structure, drive completion.

4.1 The driving chain

OverVue's critical path is the chain of zero-float tasks from START to END. Recomputed on Oct 22, 2026 with no END date, it holds **82 tasks** and runs unbroken from START to END. 67 of them form the driving chain below. The other 15 are Hand Over L13–L27: they have zero float because the handover tier is an exact SS+1w chain that ends in Hand Over L28, so a slip on any of them moves END as well.

Critical path by segment: 417 working days from START to END

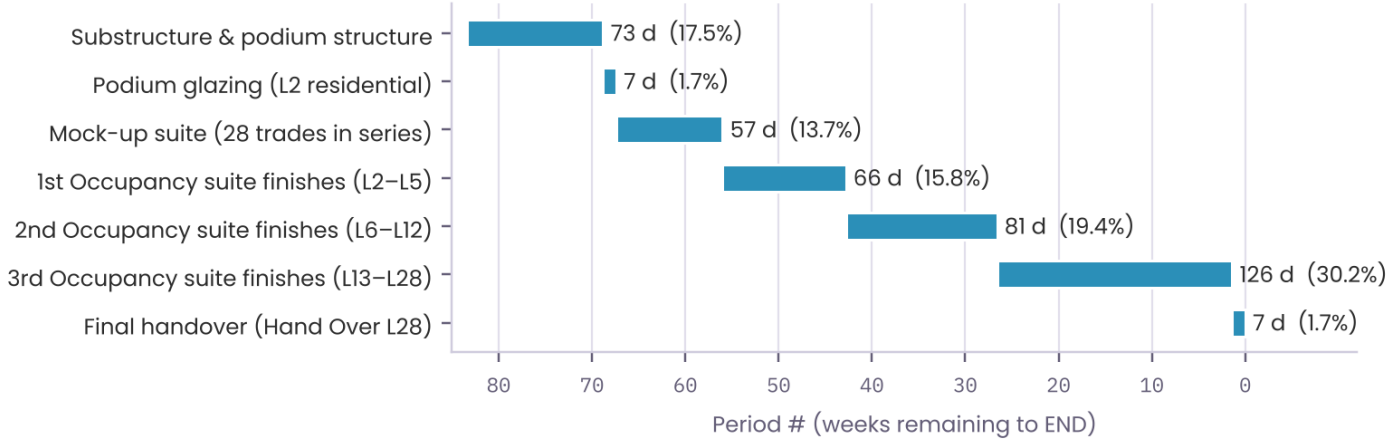


Figure 2. The critical path in seven segments, with each segment's share of the 417 working days. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

SEGMENT	TASKS	FROM	TO	DAYS	SHARE	LABOUR COST
Substructure & podium structure	10	@−83w2d	@−68w4d	73	17.5%	$341K
Podium glazing (L2 residential)	1	@−68w4d	@−67w2d	7	1.7%	$14K
Mock-up suite (28 trades in series)	28	@−67w2d	@−56w	57	13.7%	$103K
1st Occupancy suite finishes (L2–L5)	4	@−56w	@−42w4d	66	15.8%	$547K
2nd Occupancy suite finishes (L6–L12)	7	@−42w4d	@−26w3d	81	19.4%	$957K
3rd Occupancy suite finishes (L13–L28)	16	@−26w3d	@−1w2d	126	30.2%	$2.19M
Final handover (Hand Over L28)	1	@−1w2d	@0	7	1.7%	$11K
Driving chain total	**67**	**@−83w2d**	**@0**	**417**	**100.0%**	**$4.16M**

The parallel critical handovers (Hand Over L13–L27) add $160K, bringing the critical path to $4.32M. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

How the chain reads. The substructure runs from mobilisation through shoring, excavation, the raft slab, the crane installation, the P1 walls, foundation waterproofing and the ground-floor slab, then up through the L1–L2 and L2–L3 pours. Glazing of the L2 residential level then gates the mock-up suite (the plan assumes the mock-up is on L2; question #120 asks the contractor to confirm), whose 28 trades run strictly one after another for 57 days. Production finishing then starts on L2 and climbs a floor a week. At each occupancy boundary (L5 to L6, L12 to L13) the next phase waits for the floor below to finish completely, which is why the 2nd and 3rd Occupancy segments are longer than the one-week stagger alone would suggest.

4.2 Float profile and near-critical work

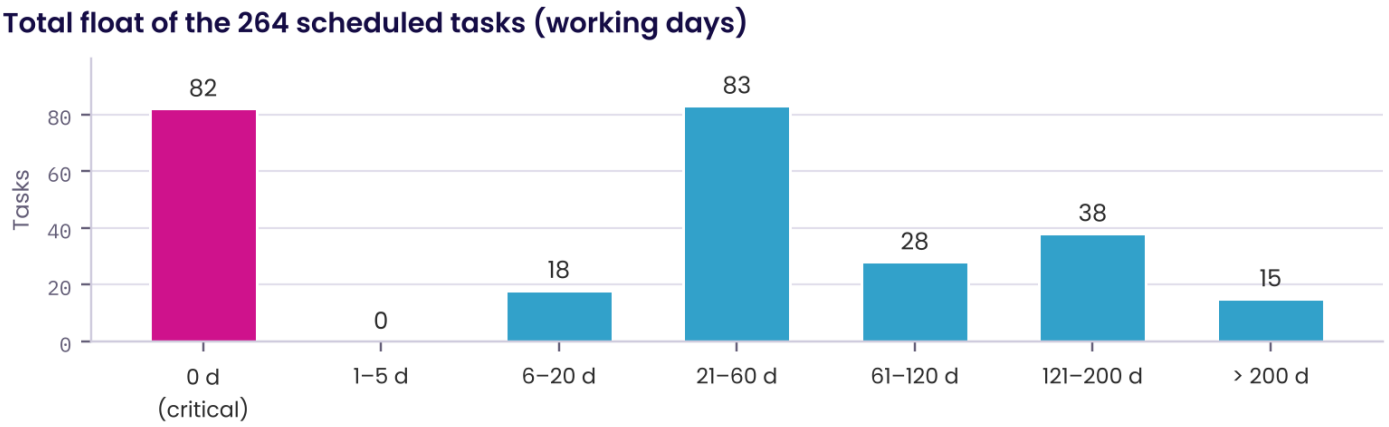


Figure 3. Total float of every scheduled task. No task sits in the 1–5 day band; the nearest competitor has 6 days. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

FLOAT	TASKS	PATH IT BELONGS TO
6 d	#20 Cast L3–L4 Structure, #21 Cast L4–L5 Transfer Slab, #8 Install Hoist, #148 Rough-In L2, #152 Rough-In L3, #156 Rough-In L4, #160 Rough-In L5	Cast L3–L4 → Transfer Slab → Install Hoist → Rough-In L2–L5 → Finish Suites (podium rough-in path)
11 d	#76 Glaze L3 Residential, #78 Glaze L4 Residential, #80 Glaze L5	Podium glazing feeding the L3–L5 rough-ins
12 d	#22 Erect L5 Precast	First tower floor: precast columns ahead of Glaze L5
18 d	#173 Rough-In L6, #177 Rough-In L7, #181 Rough-In L8, #185 Rough-In L9, #189 Rough-In L10, #193 Rough-In L11, #197 Rough-In L12	Rough-ins of the 2nd Occupancy floors feeding their suite finishes

All scheduled tasks with total float of 20 working days or less. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

The critical path is clearly separated from the rest of the plan, but only by **6 working days**. A slip of more than 6 days on the hoist installation (#8), the L3–L4 or transfer-slab pours (#20, #21) or any podium rough-in (Rough-In L2–L5) would make that path critical and move END. These tasks deserve the same attention as the critical path itself.

Elsewhere the plan has room. The tower structure tops out (#46) with 26 days of float; tower glazing (#103) has 99; the tower elevators (#112) have 47; building systems have at least 26; site services at least 189 and landscaping at least 143. Because the plan now sits at early start, all of this float lies *after* the work: a late task can slip into it without disturbing its successors.

4.3 Choke points

A **Nexus** task has three or more immediate successors; a **Terminus** task has three or more immediate predecessors. A Terminus collects risk: every extra predecessor is another chance of a problem, and with three feeding in, the chance that one of them runs late is roughly three times that of a single link. A Nexus moves all of its successors at once: if it runs long, it disrupts every one of them; if it is shortened, it gives every one of them float. In this plan the counts run far higher: #46 releases 11 tasks, #21 releases 10, and #151 waits on 23.

TASK	TYPE	FLOAT	WHY IT MATTERS
#46 Erect Roof & MPH	Nexus: 11 successors	26 d	Releases Rough-In L28, the three roofs, the roof plant, the tower elevators, the exterior finishes and the crane dismantle
#21 Cast L4–L5 Transfer Slab	Nexus: 10 successors	6 d	Releases the tower precast, the hoist, Elevator 1, the stairwells, the podium roof, L4 glazing and temporary heating; only 6 days of float
#17 Waterproof Foundation Walls	Nexus: 6 successors	0 d	Critical; releases the ground-floor slab, the four site-service connections and primary power
#115 Connect Water (Domestic & Fire)	Nexus: 6 successors	189 d	Feeds domestic water, the fire and jockey pumps, the standpipe, the sprinklers and surface restoration
#151 Hand Over L2	Terminus: 23 predecessors	26 d	First handover: the L2 suites, 9 common-area fit-outs, 10 building-systems tasks, railings, hardscape and the roof terrace converge here
#264 Hand Over L28	Terminus: 7 predecessors	0 d	Final handover and the single link into END; also waits on flashings, the hoist held-up areas and landscaping
#176 Hand Over L6	Terminus: 5 predecessors	26 d	First 2nd-Occupancy handover; waits on Hand Over L5, the tower elevators and the L6–L12 railings
#262 Finish L28 Suites	Terminus: 5 predecessors	0 d	Last suite finishes; critical; waits on Rough-In L28 and the three roofs

Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

4.4 Levers for recovering time

Each lever was tested on a copy of the plan logic. **None has been applied to the plan.** Labour cost follows task durations, so only levers that shorten work show a saving.

LEVER (MODEL ONLY)	CHANGE TO END	SUITE FINISHES PEAK	LABOUR COST	MAIN RISK
Let the finish trades run on at the occupancy boundaries (L5→L6, L12→L13: FS becomes SS+1w)	−26 d (−5w1d)	11 crews	no change	Occupancy phases overlap; finishing crews spread across two phases; handover logic needs review
Same change for all four floor trades (rough-in, finishes, corridors, handover)	−30 d (−6w)	12 crews	no change	As above, and the Suite Finishes over-limit deepens
Release Finish L2 from the mock-up (remove #147 → #149)	−6 d (−1w1d)	11 crews	no change	Production starts before the mock-up is approved; gain capped by the hoist path
Finish Suites at 50 days instead of 51 (L13–L28)	−1 d	10 crews	−$42,880	Same scope in one day less per floor; needs the trade's commitment
Finish Suites at 50 days (all 27 floors)	−3 d	10 crews	−$72,360	As above, on every floor
Wider finish stagger, SS+1w1d (L13–L28)	+15 d (+3w)	9 crews	no change	Completion 3 weeks later

Change to END in working days. Suite Finishes peak = most finishing crews working on one day (limit 10). Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

WHAT THIS MEANS

The occupancy boundaries hold most of the recoverable time (about 26 working days), but they were set so that each phase finishes before the next begins; changing them is a contractor and owner decision. The mock-up gate is worth only 6 days while the hoist path stays where it is, and shorter durations recover days one or two at a time.

05 · RESOURCE CONFLICTS

One crew conflict, and how to clear it.

5.1 What OverVue flags

OverVue's Info Table flags **one conflict**: Acme Suite Finishes in periods 17, 16, 15, 14, 13 and 12, with 11 tasks against a limit of 10. In each of those weeks the overlap lasts one working day (6 days in all). An independent day-by-day count of the plan gives the same result. No other resource exceeds its limit.

Concurrent crews for the floor-by-floor trades

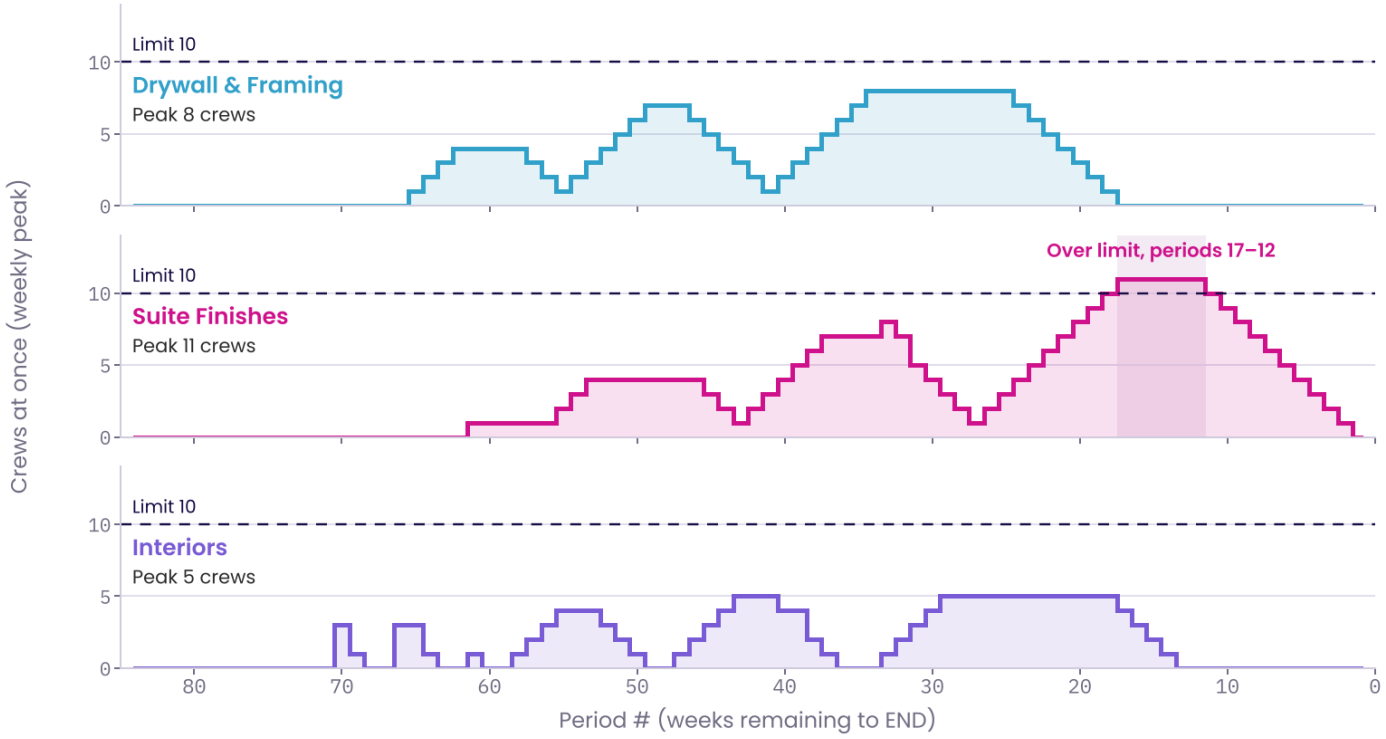


Figure 4. Crews working at once for the three floor-by-floor trades (weekly peak), one panel per trade on the same period scale. The shaded weeks are the Suite Finishes over-limit. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

CONFLICT STATEMENT

Acme Suite Finishes (Moderate): Finish L13–L28 Suites overlap on one day in each of periods 17–12. Combined demand 11 crews, limit 10, excess 1 crew.

Float analysis: upstream none and downstream none (all 16 tasks are critical and tied by exact links). Moving START earlier does not help, because the overlap comes from the shape of the tier, not its position.

Cause: crews needed in a floor tier = task duration ÷ floor stagger, rounded up. 51 days ÷ 5 days gives 11.

TRADE	FLOOR TASK	DURATION	STAGGER	CREWS NEEDED	LIMIT
Suite Finishes	Finish L# Suites	51 d	5 d (SS+1w)	11	10
Drywall & Framing	Rough-In L#	39 d	5 d (SS+1w)	8	10
Interiors	Fit Out L# Corridors	22 d	5 d (SS+1w)	5	10
General Contracting	Hand Over L#	7 d	5 d (SS+1w)	2	10
Glazing	Glaze L# (tower)	7 d	5 d (SS+1w)	2	10
Precast	Erect L# Precast	4 d	5 d (SS+1w)	1	10

The floor-tier rule: the crews a trade needs at once are set by its task duration and the one-week stagger between floors. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

5.2 Options for the Suite Finishes conflict

OverVue's method for a Moderate resource is to look for float first, then at allocation. The float route is closed here, so the choice is between capacity, duration and allocation.

OPTION	END	LABOUR COST	CLEARS IT?	WHAT IT TAKES
A. Move tasks within float	–	–	No	No float: all 16 tasks are critical and in one exact chain
B. Move START earlier	–	–	No	The overlap is built into the tier, not caused by its position
C. Confirm 11 crews, set the limit to 11	no change	no change	Yes	Only if Acme Suite Finishes can really field 11 crews; the limit of 10 is a placeholder from the build
D. Finish Suites in 50 days (L13–L28)	1 d earlier	−$42,880	Yes (peak 10)	A productivity commitment from the trade
E. Allocate 0.9 crew per floor (L13–L28)	no change	−$218,688 on paper	Yes (9.9 ≤ 10)	PM judgment: same work with less crew. Not a real saving unless productivity rises
F. Widen the stagger to SS+1w1d	15 d later	no change	Yes (peak 9)	Delays completion by 3 weeks; not recommended

Option effects come from the same model as Section 4.4. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

RECOMMENDATION

Confirm 11 crews first.
If not, test 50-day finishes.

Ask Acme Suite Finishes whether it can field 11 crews on the 3rd Occupancy floors. If it can, set the resource limit to 11 (option C): nothing else changes. If it cannot, test 50-day finishes on L13–L28 (option D), which clears the conflict and brings END one day earlier. Either way the decision is yours; nothing has been changed in the plan.

5.3 Crew stacking and levelling

Every other trade stays within its limit of 10, but several run more than one crew at a time. The levelling test below caps each trade in turn and reschedules the plan (minimum-float first, exact chains moved as blocks) to find the fewest crews that still hold END.

TRADE	PEAK CREWS	DAYS WITH 2+ CREWS	FEWEST CREWS HOLDING END	HOW
Acme Suite Finishes	11	243	11	Fixed by the floor tier (duration ÷ stagger)
Acme Drywall & Framing	8	207	8	Fixed by the floor tier (duration ÷ stagger)
Acme Interiors	5	165	5	Fixed by the floor tier (duration ÷ stagger)
Acme Fire Protection	4	4	1	Sequence fire and jockey pumps, standpipe, sprinklers within float
Acme Civil	3	14	1	Sequence the sanitary, storm and water connections within float
Acme Glazing	3	60	2	Level the podium parking glazing (#75, #77, #79) within float
Acme Mechanical	3	21	1	Sequence heating & cooling, roof ventilation, garbage chute within float
Acme Roofing	3	9	1	Sequence the main, MPH and elevator-room roofs within float
Acme Electrical	2	8	1	Stagger within float; no effect on END
Acme General Contracting	2	48	2	Fixed by the floor tier (duration ÷ stagger)
Acme Landscaping	2	4	1	Stagger within float; no effect on END
Acme Masonry & Cladding	2	2	1	Stagger within float; no effect on END

Trades not listed never run more than one crew. The test levels one trade at a time; levelling several together may interact. It uses a heuristic, so a better arrangement may exist. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

Seven trades (Civil, Fire Protection, Mechanical, Roofing, Electrical, Landscaping, Masonry & Cladding) can work with **a single crew** without moving END, because their tasks have ample float. For these, agree the crew count with each trade and either level the tasks in OverVue or set each limit to the agreed number, so the Info Table flags any overlap. The four tier trades cannot be levelled without changing durations or the stagger.

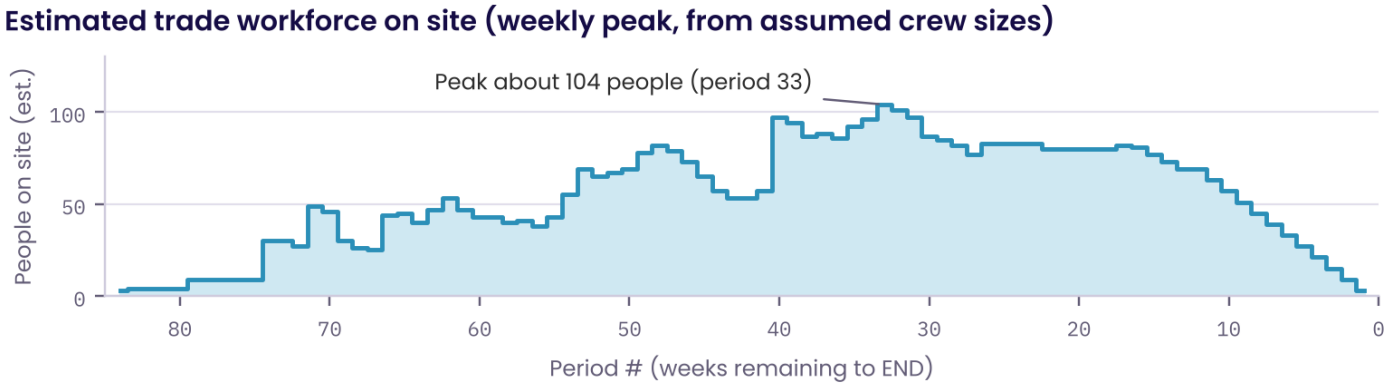


Figure 5. Estimated trade workforce on site, from the assumed crew sizes in Appendix B. The peak of about 104 people (period 33) bears on hoist capacity, site welfare and parking. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

06 · FINANCIALS

$10.94M of labour, most of it inside the suites.

6.1 Basis of the cost model

Cost = crew rate ($/h) × 8 hours per day × task duration × allocation (one crew per task). Rates are in Canadian dollars and range from $115/h (painting crew) to $710/h (concrete crew with pump). According to the project's resource notes, each rate is one typical crew's union total package plus about 13% of base wage for statutory costs (CPP, EI, WCB), marked up 20% for overhead and profit, plus an equipment allowance, rounded to $5. The wage packages come from 2025 commercial collective agreements that ran to Apr 30, 2026; renewals had not been found when the rates were set. **These sources have not been re-verified for this report and wage rates may have changed since; please verify before relying on them.** Crew sizes, burden, markup and equipment allowances are assumptions.

ITEM	AMOUNT	NOTE
Labour cost of scheduled tasks	$10,938,880	Matches the Budget Cost total in OverVue's Info Table
Crane climbs in the Design Space	$14,400	Climb Crane 1–3, not on the TimeLine; excluded until scheduled
Critical-path tasks	$4,318,560	39.5% of labour cost
Plan budget in OverVue	not set	The plan version's budget field is 0
Not included	–	Materials, equipment purchase and rental between installs, site overheads and supervision, permits, design, contingency, escalation, taxes

Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

6.2 Where the money goes

Labour cost by trade (Acme crews)

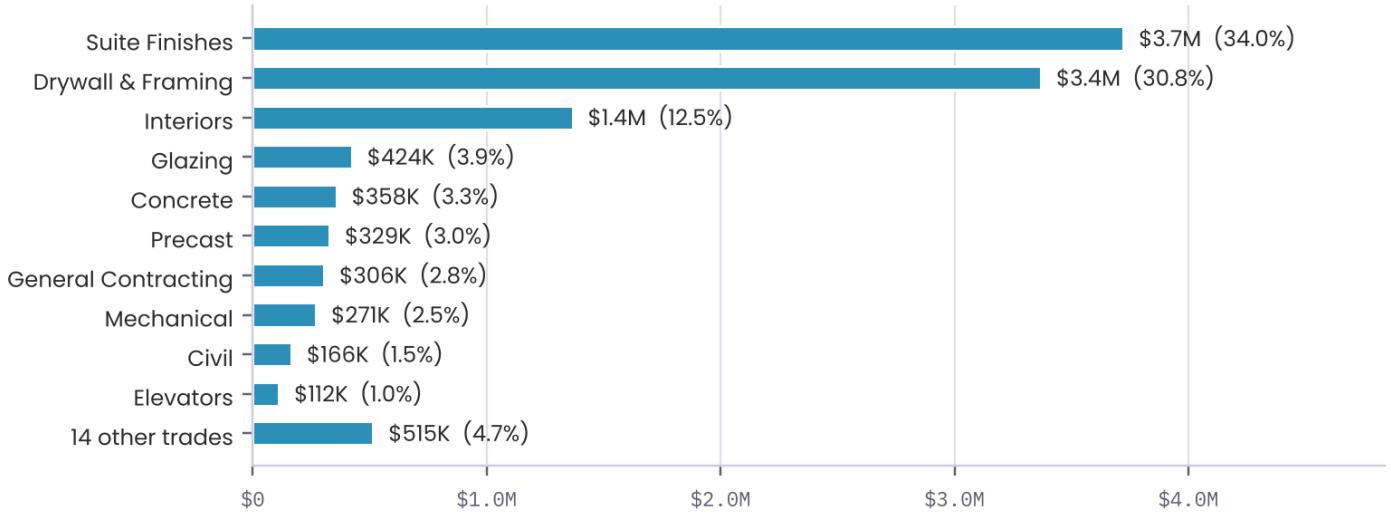


Figure 6. Labour cost by trade. The ten largest are shown; the remaining 14 trades are grouped. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

Labour cost by deliverable

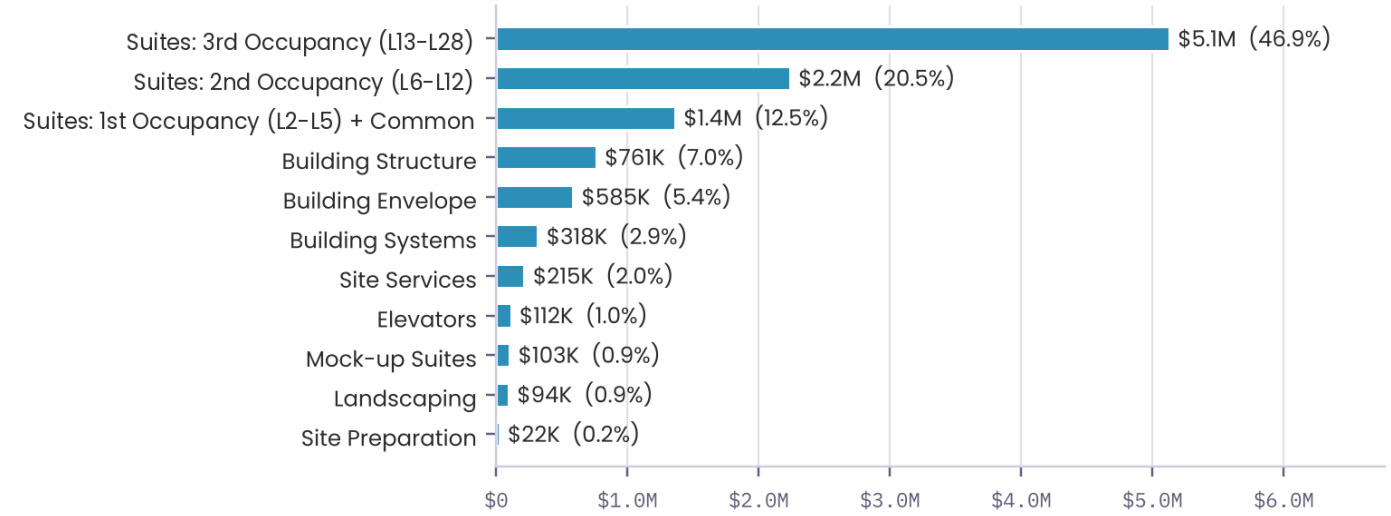


Figure 7. Labour cost by deliverable. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

Three interior trades (Suite Finishes, Drywall & Framing, Interiors) account for $8.46M, or 77.3% of labour cost. Every residential floor costs the same $319,640 to fit out: Rough-In $124,800, Finish Suites $136,680, Fit Out Corridors $47,520 and Hand Over $10,640. The 27 floors total $8.63M (78.9%). Structure, envelope and building systems together come to $1.66M (15.2%); because materials and plant are excluded, this view understates their share of a real budget.

6.3 Cash flow

Weekly labour cost (cash per period), early-start plan

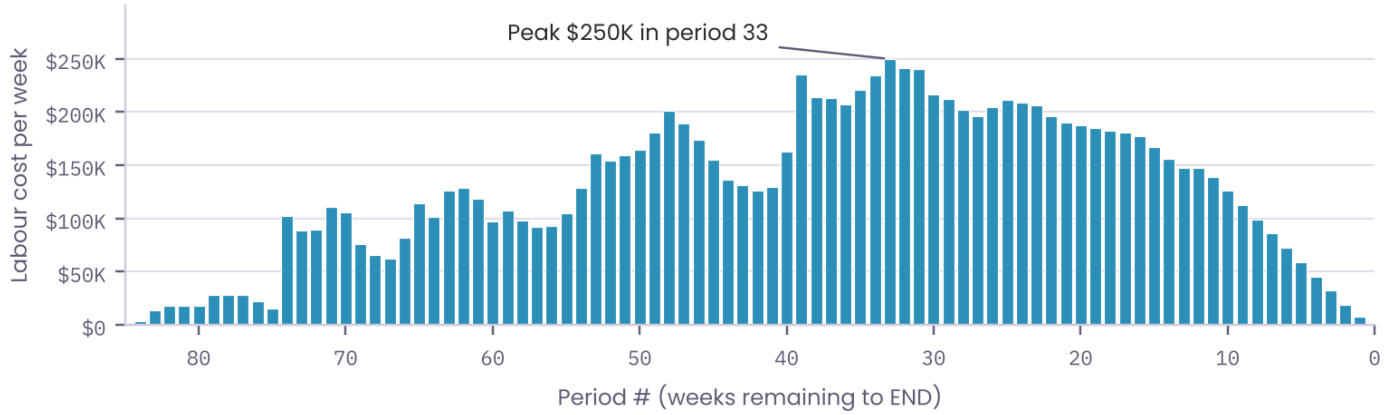


Figure 8. Weekly labour cost (Cash/Period in OverVue). Average about $130K per week over 84 periods. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

Spending builds in steps: the substructure weeks run at $28,400 a week, the site services and podium work first lift it past $100K in period 74, and the overlap of tower rough-ins, suite finishes and the tower structure carries it to the **peak of $249,760 in period 33**. Half of the labour cost is spent by period 35, and the last 6.0% falls in the final ten weeks as the finishing tier winds down.

Cumulative cost envelope: early start vs late start

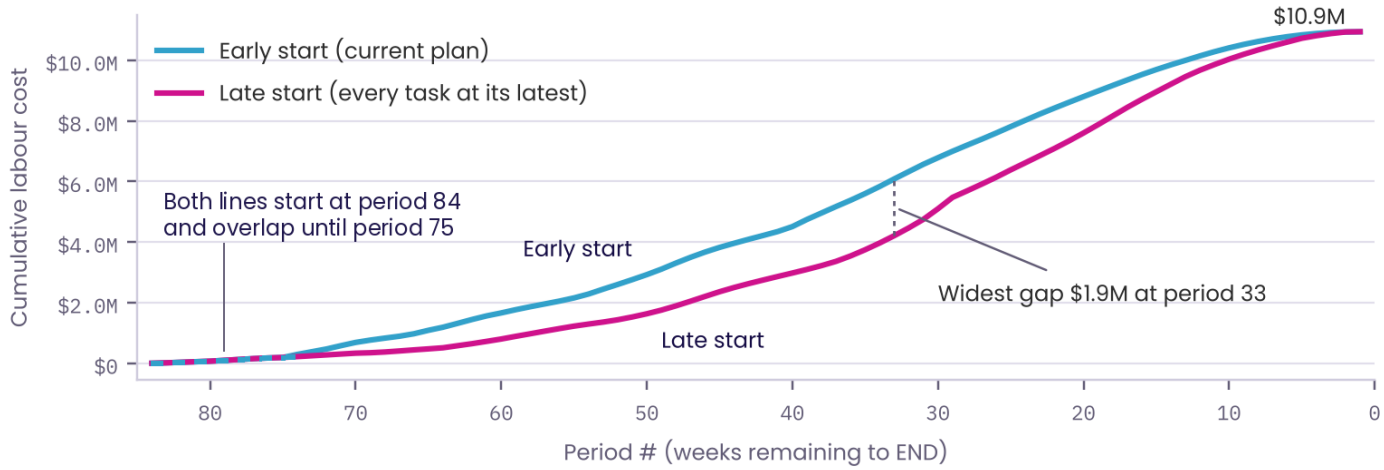


Figure 9. Cumulative labour cost if every task starts as early as possible (the current plan) or as late as its float allows. Both lines start at period 84 and are identical until period 75, because the work in those weeks is the substructure, all on the critical path with zero float, so its early and late start are the same. They split at period 74, when Site Services, the first work with float, starts. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

The ASAP pass moved the plan to early start. That keeps float in reserve after each task, but it commits money sooner: at period 33 the plan has spent $6.08M against $4.21M at late start, a difference of $1.87M. Whether that is worth it is a financing question for the owner and contractor; the total does not change.

6.4 Financial levers and gaps

ITEM	EFFECT	COMMENT
Suite Finishes at 50 d (L13–L28)	−$42,880	Clears the resource conflict; END 1 day earlier
Suite Finishes at 50 d (all floors)	−$72,360	END 3 days earlier
Occupancy-boundary levers	no change	Durations are unchanged, so labour cost is too; time-related costs would fall (not modelled)
Crane on site	37w1d not costed	Install Crane (#3) to Dismantle Crane (#7); only the install and dismantle crews are priced
Hoist on site	32w3d not costed	Install Hoist (#8) to Dismantle Hoist (#9); same gap
Time-related site costs	not modelled	Supervision, temporary facilities and site services are absent, so a slip costs nothing in this model

Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

WHAT THIS MEANS

In this model a delay has no cost unless a task gets longer, which understates the real cost of time. Adding one time-related resource that runs from START to END (site supervision and general conditions) and pricing crane and hoist rental between install and dismantle would show what each week of the critical path is worth.

07 · RISKS & QUESTIONS

What could still move the plan.

Status: **Amber** = needs a decision or an answer before the work it affects; **Green** = housekeeping. No item is Red: nothing is late, because work has not started. Each status is written out as well as coloured.

ISSUE	STATUS	FLOAT	NEXT STEP
Suite Finishes over its limit in periods 17–12 (critical tasks)	Amber	0 d	Confirm crews or choose option D (Section 5.2)
Mock-up suite on the critical path: which suite, and how is it framed and boarded? (#120)	Amber	0 d	Contractor answer; plan the mock-up's preparation
Crane assumed to stand on the raft slab (#3)	Amber	0 d	Contractor answer
Hoist / podium rough-in path only 6 days behind (#8, #20, #21, #148–#160)	Amber	6 d	Track as closely as the critical path; confirm the hoist's first floor
Weather protection for L23–L27 during rough-in (#257)	Amber	30 d	Contractor answer
Elevator access for L5 residents (#163); life-safety systems before 2nd Occupancy (#176)	Amber	26 d	Design and contractor answers
Seasonal work cannot be checked without dates: temporary heating (#10), softscape (#267)	Amber	21 d / 143 d	You set the END date when ready, then re-check the seasons
Building-systems tasks bundle risers with equipment (#48, #51–#53, #57, #58)	Amber	26 d+	Decide: split the risers or link as a whole
Crane climbs unscheduled (#4–#6, Design Space)	Amber	–	Contractor to confirm the floors; then schedule
Resource limits are placeholders (10 for every trade)	Amber	–	Replace with agreed crew counts (Section 5.3)

ISSUE	STATUS	FLOAT	NEXT STEP
Cost model is labour-only; rates from 2025 agreements	Amber	–	Extend the model; verify current rates
Info text from before the ASAP pass (#10 quotes calendar months; #115 and #267 describe late positions)	Green	–	Update the three Info lines

Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

Contractor questions

47 tasks carry an open "ASK CONTRACTOR" question and the Ask-Contractor tag: 44 on the TimeLine and 3 in the Design Space (the crane climbs). Most concern candidate logic, links the plan assumes until the contractor confirms them. The 8 with 30 days of float or less should be answered first:

TASK	FLOAT	QUESTION (PARAPHRASED)
#3 Install Crane	0 d	Does the crane stand on the raft slab?
#120 Tape	0 d	Which suite is the mock-up, and how is it framed and boarded ahead of Rough-In L2?
#8 Install Hoist	6 d	Which floor does the hoist start serving?
#10 Set Up Temporary Heating	21 d	What is the temporary heat source, and how long must it run?
#48 Install Heating & Cooling	26 d	Split the heating and cooling risers from the equipment, or link the task as a whole?
#163 Hand Over L5	26 d	How do L5 residents get an elevator before the tower cars run?
#176 Hand Over L6	26 d	Which life-safety systems must be commissioned before the 2nd Occupancy?
#257 Rough-In L27	30 d	What keeps L23–L27 dry during rough-in?

Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

08 · NEXT STEPS

Eight things to do next.

01 Decide the Suite Finishes conflict

Ask Acme Suite Finishes whether it can field 11 crews on L13–L28. If yes, set the limit to 11; if not, test 50-day finishes on L13–L28 (END 1 day earlier, about $42.9K less labour).

02 Answer the critical and near-critical questions first

Crane on the raft (#3), the mock-up suite (#120) and the hoist (#8), then temporary heat (#10), risers (#48), L5 elevator access (#163), life safety for the 2nd Occupancy (#176) and weather protection for L23–L27 (#257).

03 Protect the 6-day margin

Track Install Hoist (#8), the L3–L4 and transfer-slab pours (#20, #21) and Rough-In L2–L5 as closely as the critical path; a slip of more than 6 days there moves END.

04 Review the occupancy-boundary logic before compressing

It is the largest lever (about 26 working days for the finish trades), but it overlaps the occupancy phases and raises the Suite Finishes peak if applied to every trade.

05	**Replace placeholder limits with agreed crew counts**	Use the levelling table in Section 5.3: one crew is enough for seven trades; the tier trades need 11, 8, 5 and 2 crews at the current durations and stagger.
06	**Extend the cost model**	Add materials, crane and hoist rental between install and dismantle, and a time-related site-overhead resource; set the plan budget in OverVue; verify current wage rates.
07	**Check the seasons once you set the END date**	Temporary heating, softscape, roofing and exterior finishes depend on months the plan does not have yet. The END date is yours to set; once it is, these windows can be checked.
08	**Housekeeping**	Update the Info lines on #10, #115 and #267, schedule the crane climbs once confirmed, and snapshot the plan after each decision.

APPENDIX A

Critical path tasks

All 82 zero-float tasks in start order. Start and finish are working time before END.

#	TASK	DUR.	START	FINISH	#	TASK	DUR.	START	FINISH
11	Mobilize & Prepare Site	4d	@−83w2d	@−82w3d	157	Finish L4 Suites	10w1d	@−54w	@−43w4d
12	Install Shoring	2w3d	@−82w3d	@−80w	161	Finish L5 Suites	10w1d	@−53w	@−42w4d
13	Excavate to Subgrade	1w	@−80w	@−79w	174	Finish L6 Suites	10w1d	@−42w4d	@−32w3d
14	Pour Raft Slab	3w	@−79w	@−76w	178	Finish L7 Suites	10w1d	@−41w4d	@−31w3d
3	Install Crane	2d	@−76w	@−75w3d	182	Finish L8 Suites	10w1d	@−40w4d	@−30w3d
15	Pour P1 Vertical Concrete	1w	@−75w3d	@−74w3d	186	Finish L9 Suites	10w1d	@−39w4d	@−29w3d
17	Waterproof Foundation Walls	3d	@−74w3d	@−74w	190	Finish L10 Suites	10w1d	@−38w4d	@−28w3d
16	Pour Ground Floor Slab	1w2d	@−74w	@−72w3d	194	Finish L11 Suites	10w1d	@−37w4d	@−27w3d
18	Cast L1–L2 Structure	2w	@−72w3d	@−70w3d	198	Finish L12 Suites	10w1d	@−36w4d	@−26w3d
19	Cast L2–L3 Structure	1w4d	@−70w3d	@−68w4d	202	Finish L13 Suites	10w1d	@−26w3d	@−16w2d
74	Glaze L2 Residential	1w2d	@−68w4d	@−67w2d	206	Finish L14 Suites	10w1d	@−25w3d	@−15w2d
120	Tape	2d	@−67w2d	@−67w	210	Finish L15 Suites	10w1d	@−24w3d	@−14w2d
121	Clean & Scrape	2d	@−67w	@−66w3d	214	Finish L16 Suites	10w1d	@−23w3d	@−13w2d
122	Clean (1st)	2d	@−66w3d	@−66w1d	218	Finish L17 Suites	10w1d	@−22w3d	@−12w2d
123	Prime	2d	@−66w1d	@−65w4d	222	Finish L18 Suites	10w1d	@−21w3d	@−11w2d
124	Check Prime	2d	@−65w4d	@−65w2d	226	Finish L19 Suites	10w1d	@−20w3d	@−10w2d
125	Trim (excl. Baseboard)	2d	@−65w2d	@−65w	230	Finish L20 Suites	10w1d	@−19w3d	@−9w2d
126	Paint (1st Coat)	2d	@−65w	@−64w3d	234	Finish L21 Suites	10w1d	@−18w3d	@−8w2d
127	Level Floors	2d	@−64w3d	@−64w1d	238	Finish L22 Suites	10w1d	@−17w3d	@−7w2d
128	Lay LVP Flooring	2d	@−64w1d	@−63w4d	242	Finish L23 Suites	10w1d	@−16w3d	@−6w2d
129	Install Cabinets & Vanities	2d	@−63w4d	@−63w2d	204	Hand Over L13	1w2d	@−16w2d	@−15w
130	Install Baseboards	2d	@−63w2d	@−63w	246	Finish L24 Suites	10w1d	@−15w3d	@−5w2d
131	Clean Ducts	2d	@−63w	@−62w3d	208	Hand Over L14	1w2d	@−15w2d	@−14w
132	Install HVAC Finishes	2d	@−62w3d	@−62w1d	250	Finish L25 Suites	10w1d	@−14w3d	@−4w2d
133	Install Kitchen Island Receptacles	2d	@−62w1d	@−61w4d	212	Hand Over L15	1w2d	@−14w2d	@−13w
134	Install Countertops	2d	@−61w4d	@−61w2d	254	Finish L26 Suites	10w1d	@−13w3d	@−3w2d
135	Tile Backsplash & Shower	2d	@−61w2d	@−61w	216	Hand Over L16	1w2d	@−13w2d	@−12w
136	Deliver Appliances (1st, Microwave)	2d	@−61w	@−60w3d	258	Finish L27 Suites	10w1d	@−12w3d	@−2w2d
137	Install Plumbing Fixtures	2d	@−60w3d	@−60w1d	220	Hand Over L17	1w2d	@−12w2d	@−11w
138	Install Washroom Accessories	2d	@−60w1d	@−59w4d	262	Finish L28 Suites	10w1d	@−11w3d	@−1w2d
139	Check Out	2d	@−59w4d	@−59w2d	224	Hand Over L18	1w2d	@−11w2d	@−10w
140	Paint (Final)	2d	@−59w2d	@−59w	228	Hand Over L19	1w2d	@−10w2d	@−9w
141	Install Window Coverings	3d	@−59w	@−58w2d	232	Hand Over L20	1w2d	@−9w2d	@−8w
142	Install Electrical Finishes (Stage 2)	2d	@−58w2d	@−58w	236	Hand Over L21	1w2d	@−8w2d	@−7w
143	Install Sprinkler Covers	2d	@−58w	@−57w3d	240	Hand Over L22	1w2d	@−7w2d	@−6w
144	Clean (Construction)	2d	@−57w3d	@−57w1d	244	Hand Over L23	1w2d	@−6w2d	@−5w
145	Install Appliances (Stage 2)	2d	@−57w1d	@−56w4d	248	Hand Over L24	1w2d	@−5w2d	@−4w
146	Install Suite Entry Doors & Hardware	2d	@−56w4d	@−56w2d	252	Hand Over L25	1w2d	@−4w2d	@−3w
147	Clean (Final)	2d	@−56w2d	@−56w	256	Hand Over L26	1w2d	@−3w2d	@−2w
149	Finish L2 Suites	10w1d	@−56w	@−45w4d	260	Hand Over L27	1w2d	@−2w2d	@−1w
153	Finish L3 Suites	10w1d	@−55w	@−44w4d	264	Hand Over L28	1w2d	@−1w2d	@0

Hand Over L13–L27 (#204–#260) are critical in parallel with the suite finishes, through the exact handover tier that ends in Hand Over L28.
Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

APPENDIX B

Resources and labour cost

TRADE	CREW (ASSUMED)	RANK	$/H	TASKS	CREW-DAYS	LABOUR COST	SHARE	PEAK
Suite Finishes	2 carpenters + 2 painters + 2 labourers	Moderate	335	31	1,389	$3,722,520	34.0%	11
Drywall & Framing	4 framers + 2 labourers	Moderate	400	27	1,053	$3,369,600	30.8%	8
Interiors	3 carpenters + 1 labourer	Moderate	270	36	633	$1,367,280	12.5%	5
Glazing	3 glaziers + 1 labourer	Moderate	250	31	212	$424,000	3.9%	3
Concrete	4 carpenters + 2 rebar + 3 labourers (+ pump)	Moderate	710	7	63	$357,840	3.3%	1
Precast	4 ironworkers + 1 labourer	Moderate	370	25	111	$328,560	3.0%	1
General Contracting	foreperson + 2 labourers	Moderate	190	32	201	$305,520	2.8%	2
Mechanical	2 pipefitters + 2 sheet metal + 1 labourer	Moderate	360	10	94	$270,720	2.5%	3
Civil	2 operators + 3 labourers (+ equipment)	Moderate	460	4	45	$165,600	1.5%	3
Elevators	3 elevator mechanics	Moderate	255	2	55	$112,200	1.0%	1
Roofing	2 roofers + 2 labourers	Moderate	260	8	51	$106,080	1.0%	3
Landscaping	4 labourers (+ skid steer)	Moderate	280	7	42	$94,080	0.9%	2
Electrical	4 electricians	Moderate	310	5	35	$86,800	0.8%	2
Excavation & Shoring	2 operators + 2 labourers (+ equipment)	Moderate	450	2	18	$64,800	0.6%	1
Fire Protection	3 sprinkler fitters	Moderate	230	6	18	$33,120	0.3%	4
Masonry & Cladding	3 masons + 2 labourers	Moderate	325	5	12	$31,200	0.3%	2
Railings	2 ironworkers + 1 labourer	Moderate	215	4	14	$24,080	0.2%	1
Cranes & Hoisting	crane operator + rigger (+ crane)	Tight	300	4	8	$19,200	0.2%	1
Millwork & Doors	3 finish carpenters	Moderate	215	5	10	$17,200	0.2%	1
Flooring & Tile	2 installers + 1 labourer	Moderate	200	3	6	$9,600	0.1%	1
Painting	3 painters	Moderate	115	5	10	$9,200	0.1%	1
Cleaning	3 cleaners	Moderate	170	3	6	$8,160	0.1%	1
Telecom	2 technicians	Moderate	155	1	6	$7,440	0.1%	1
Waterproofing	3 applicators	Moderate	170	1	3	$4,080	0.0%	1
Total (24 crews)				**264**	**4,095**	**$10,938,880**	**100.0%**	

Crew make-up as recorded in the project's resource notes; these are assumptions used for the rates and the headcount estimate. Peak = most tasks of that trade working on one day. Every trade has a number limit of 10. The scheduled tasks exclude the Design Space crane climbs. Source: OverVue plan "Acme Tower", Live Plan after the ASAP pass, Oct 22, 2026.

APPENDIX C

Method and assumptions

- **Data.** Read from OverVue through its MCP connection on Oct 22, 2026: 270 tasks, 2 milestones, 482 links, 24 resources and their allocations.
- **Float and critical path.** Forward and backward passes; links with a lag (SS+1w) are exact in OverVue, so each exact chain was moved as one block. OverVue's on-canvas critical-path display is not available through the connection, so it was not compared directly; it can be checked on the canvas.
- **What-if levers.** A standard early-start calculation on a copy of the logic, so that re-linked tasks follow their new links. None was applied to the plan.
- **Resources.** Use counted day by day (OverVue's Info Table reports the same conflict). The levelling test capped one trade at a time and rescheduled the plan, least-float first.
- **Costs.** Rate × 8 h × working days × allocation, checked against the Info Table's Cash/Period and Budget Cost rows. Labour only: not a construction budget.
- **Limits.** No END date, so no calendar, holidays or seasons; 19 months is approximate (about 21.7 working days a month). Resource limits of 10 are placeholders. Crew rates and sizes come from the project's resource notes (2025 agreements), have not been re-verified and may have changed. Ask-Contractor logic is candidate logic, so answers may change the critical path and float.