Scope of Work (SoW)

Project Title: *Back to the Past – Event Mini-Game Prototype*
Client: Antigen
Service Provider: Rash.Monster
Date: 21/09/2025

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1. Project Overview

The purpose of this project is to design and develop a **prototype mini-game** in Unreal Engine for use at an upcoming event. The game will feature a simple timeline-switch mechanic ("back to the past"), collectible interactions, and a final portal win condition. The build will be **event-ready** within 4 weeks but is **not intended as a production or commercial release**.

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2. In-Scope Work

Game Mechanics

- Timeline toggle system (present ↔ past) triggered by button press.
- VFX and sound for timeline switching.

Interactions

- Key collection → unlock doors.
- Pearl collection (optional challenge).
- Final portal = win state + win conditions

Level Design

- Single level (5–10 minutes+ of gameplay).
- Layout includes: tutorial area, locked door challenge, collectible area, final portal.
- Scorpions lurking in the desert sands.
- Present Dubai and past Dubai architecture

Story Design:

>Minimal story, with text and conversations with NPCs guiding the way

Build & Delivery

- Packaged **Windows PC build** for use on event hardware.
- Internal testing to ensure build stability for event demonstration.

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3. Out-of-Scope Work

❌ Multiplayer or networking.
❌ AI-driven enemies or complex NPCs.
❌ Additional levels or advanced puzzles beyond scope.
❌ Custom 3D art or bespoke assets (stock or existing assets used). ***(with exceptions based on specific conversations)***
❌ Commercial publishing (Steam/Epic release is separate scope).
❌ Post-event support (unless retainer option is chosen).

Within Scope

The following items are included as part of this engagement:

1. **Game Design & Documentation**

    - Creation of a concise game design sheet (mechanics, narrative beats, and feature list).

    - High-level specifications document for client review and approval.

2. **Environment & Assets**

    - Development of a single primary playable environment (modern UAE-inspired location, with historical variation).

    - Use of pre-existing marketplace or custom assets as agreed (minor customization included).

3. **Core Gameplay Features**

- Integration of player movement, camera, and interaction system.

- Implementation of the Gauntlet time-travel mechanic (basic functionality).

- One scripted NPC (the "Old Emirati Guide") with simple dialogue delivery.

- Mars environment portal

4. **Polish & Testing**

- Basic UI (menu, start/exit, minimal HUD).

- Playtesting for stability within scope.

- Optimization for PC release.

5. Deployment

- Packaging the build for Steam and/or Epic Games Store.

- Submission assistance (uploading builds, filling required metadata forms).

4. Timeline

- **Week 1:** Prototype environment switch + design confirmation.
- **Week 2:** Implement interactions (keys, pearls, portal).
- **Week 3:** Polish, bug fixing, and final build delivery.
- **Week 4 (buffer):** Event prep & handoff.

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5. Deliverables

- Playable **Windows PC build**.
- Timeline toggle system with VFX/SFX.
- Single event-ready level with collectibles and portal.
- Documentation (brief setup guide for running the build).

- ***Custom music?!? (optional)***

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6. Assumptions

- Client provides timely feedback and branding assets if required.
- Scope changes (extra levels, features, or mechanics) will require a **new agreement and additional cost**.

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7. Pricing Options

- **Option A – One-off Event Build:** 15,000 (50% upfront, 50% on delivery).

- **Option B – Retainer Model:** 10,000/month (includes event build + post-event updates/bug fixes). And making game production ready.
- **Includes S&M Contract**

MAN DAYS

Task	Description	Est. Man-Days
Game Design & Documentation	Design doc, gameplay flow, level concept, agreeing with client	**2 days**
Prototype & Core Mechanic	Timeline toggle system (button press, environment swap, VFX + SFX)	**5 days**
Level Blockout & Layout	Greybox, navigation flow, collectibles placement	**2 days**
Gameplay Interactions	Keys, doors, pearls, portal mechanics	**3 days**
VFX & Audio Integration	Simple particle systems, lighting swaps, sound cues	**3 days**
Polish & QA	Bug fixing, balancing, interaction smoothing	**7 days**
Packaging & Delivery	Build setup for event PC, internal testing, documentation	**2 days**
Buffer / Client Feedback Cycles	Iterations, feedback revisions, small adjustments	**5-7 days**

Total: ~31 man-days (≈ 1 calendar month with weekends/overlap)

Cost Justification

- **31 man-days × 550aed per day = 17k+**
  - Discounted to 16,000

Cost comparison:

Freelancer costs: 100-150 aed per hour = 800-1200 per day = total = 24800aed Minimum.

Best deal:

Retainer