

David Carlos
EGD 220 - 02
Team 2, Sprint 2
04/03/18

Dinner Party

Game Concept

Dinner Party is an experience where multiple players must survive or kill one another similar to party games like Mafia and the card game One Night Ultimate Werewolf. The intent of the game is to create a game where several players communicate and try to deceive their peers. Dinner Party's art will be heavily influenced by crime noir, including a lot of heavy shadow usage and text similar to typewriter font while also pulling inspiration from high-class dinner menus for in-game menus. The players will mostly affect their peers through conversations but will interact with meals on a central tablet or phone to add another layer of tactical play. The target audience would likely be teens to adults in their late twenties due to the party nature of this game.

Target Market

The target market for dinner party matches the target audience primarily. We're aiming for people who have groups of friends with 6 or more members in the group who enjoy chaotic interactions with each other. With this in mind, high

school, college, and people fresh out of college pre-children fit into this market. Given this specific market we want to have a darker art style seeing as frequently teens are searching for this theme to escape childhood and crime noir themes aren't used frequently.

Hypothetical User

Profile Sheet:

User's Name: Harrison John Fysh

Birth date: 09/16/97

Born city/state: State College, PA

What are they known for?

Fysh is an up and coming writer, interested in writing mystery romance and comedy novels. He goes to University of Advancing Technology in Arizona. After going to a party with one of his closest friends, he has entered a new circle and has started playing a lot of tabletop games. It's Harrison's turn to bring a new game next week and has been searching for something new to bring to the group. He's been looking into games like One Night Ultimate Werewolf, Secret Hitler, and Mafia, but wants to show off how tech savvy he is to the group.

Marketing

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Monetization

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Project Plan

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Period	Duration (Work Weeks)
Pre-production	
Sprint 1 (Research and Conceptualizing)	2 Weeks
Development	
Sprint 2 (Refinement and Prototyping)	2 Weeks
Sprint 3 (Refinement)	2 Weeks
Sprint 4 (Finalizing)	2 Weeks
Alpha	3 Weeks
Beta	
Sprint 5 (Implementing revisions)	2 Weeks
Sprint 6 (Wrapping up revisions)	3 Weeks
Code Freeze	
Release	2 Weeks
Patches	4 Weeks

Resources

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Position	Annual Salary	Weekly Salary	Daily Salary	Total Days	Quantity	Total
Producer	\$60,000	\$1,200	\$240	110	1	\$26,400
Designers	\$40,000	\$800	\$160	110	2	\$35,200
Programmer	\$40,000	\$800	\$160	110	1	\$17,600
Artists	\$40,000	\$800	\$160	110	2	\$35,200
Testers	\$30,000	\$600	\$120	7	12	\$10,080
					Total Staffing Budget:	\$124,480