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EGD 220 - 02
Team 2, Sprint 4
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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 early thirties 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, college

students and people who have friends without young children fit into this market. Given this specific market we want to have a darker art style to stray from the playful or oversimplified art many of these games have, like Town of Salem and Secret Hitler.

Hypothetical User

Harrison Fysh is an up and coming writer, interested in writing mystery romance and comedy novels. 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

There wouldn't be a huge amount of resources spent on the marketing of Dinner Party. We would primarily do a bit of cheap advertising through ads on youtube or by asking different youtube groups to do playthroughs of the game. The rest of our marketing would simply be word of mouth. Since our target market is people with friends of similar interests, one person hearing about this game

would quickly spread it to their group of friends, with potential branching out from those friends.

Monetization

The game will primarily be funded through the kickstarter. If each developer got two people to donate and each patron did the same, it's likely that even with each patron buying either the second or first option we would surpass the goal within the time period.

Project Plan

This game involves a lot of player interaction so the most confusion of scope comes from this lack of clarity. However, this is easily remedied with playtesting. With this bit of play testing we're looking at a game so far that isn't hugely scopey. The game currently has 4 actions, 8 characters, and 4 special slices, with more to be added in the near future. The standard project plan should work quite nicely for the sake of our project. Below is a table reflecting the plan for the release of Dinner Party;

Period	Duration (Work Days)
Pre-production	
Sprint 1 (Research and Conceptualizing)	20
Development	
Sprint 2 (Refinement and Prototyping)	30
Sprint 3 (Refinement)	30
Sprint 4 (Finalizing)	30
Alpha	30
Beta	
Sprint 5 (Implementing revisions)	30
Sprint 6 (Wrapping up revisions)	30
Code Freeze	
Release	20
Patches	20

Resources

In order to create Dinner Party, with a staff of the six people we currently have, the game should be able to be completed efficiently. However, we may need to consult additional individuals, such as a marketing expert and plenty testers.

Position	Annual Salary	Weekly Salary	Daily Salary	Total Days	Quantity	Total
Producer	\$40,000	\$800	\$160	200	1	\$32,000
Designers	\$40,000	\$800	\$160	200	2	\$64,000
Programmer	\$40,000	\$800	\$160	220	1	\$35,200
Artists	\$40,000	\$800	\$160	200	2	\$64,000
Testers	\$30,000	\$600	\$120	36	10	\$43,200
					Total Staffing Budget:	\$235,200

We will also need the necessities such as; Unity Licensing, Adobe Suite, Microsoft Office, an office space which includes desks, chairs, computers with Windows 10, presentation space (whiteboard and large table with chairs), and stationary for backlog management.

SWOT

- Strengths
 - A niche market
 - Because Dinner Party is a new game in a niche market of party games like this that have been relatively unchanged, there is a strength in the availability for a new game for the market.
 - Easy access because free and mobile
 - Dinner Party will be added to mobile stores for free similarly to many of its competitors.

- Weaknesses

- A new addition in a niche market
 - Dinner party is coming into a niche market that is already pretty satisfied with their options. We will have to work in order to prove it is worthwhile and different.
- Game is currently only available to play through one device
 - Due to the challenges of coding a small network, we are currently only releasing a build of the game that supports play through one device.

- Opportunities

- A new take on a niche game
 - Since Dinner Party is a different take on party games like this, players might be interested in the new take and we have a bit more creative freedom.
- Expanding to Bluetooth play
 - If we add the bluetooth feature we would be able to expedite game set up and make players feel more involved. Also it would be better if everyone was holding their own device.
- Large market on stores

- Due to the nature of the mobile gamer and their addiction to testing out free games to see if they will like the game, we simply need to catch our audiences attention and hang on to it.

- Threats

- A niche market

- Since the game fits into a niche market, the people playing the games are limited in numbers.

- Uncertainty selling on Kickstarter

- Since we're primarily funding Dinner Party through Kickstarter, there is no certainty we will be able to achieve the goal.

- Competitors

- The other games that Dinner Party is competing with are very developed. Most of them have been around for quite some time and have a considerable amount of customer loyalty.