

# Business Document Everybody Fits In

## Game Concept

The player is presented with various rooms in a typical school that have a certain amount of space to hold the students. The player must take the variously-shaped student pieces given to them and try to fit them all onto the board so that the class perfectly fills the space. Pieces can be clicked and dragged onto the board, as well as rotated. The rooms of the school will be different shapes, and certain rooms may have more elements to them than just the students, such as basketball carts in the gymnasium, that must be used in order to fill the space perfectly. Once the puzzle is completed, all of the lines defining the students' shapes will fade away.

## Target Market

The target market for this game are kids ages 6-9. Our game is educational and meant as a teaching tool to help children understand autism. Everybody Fits In is a puzzle game and can be enjoyed by a wide range of young people.

## Marketing

We would release the game on Mac and PC platforms. Naturally, we would have a website that you could visit where we would post information and updates about the game and its development. We would also advertise on educational platforms like scholastic and we would bring the game to schools in order for teachers to see it.

## Monetization

Our game would have a fixed price of \$29.99. It would be a one time payment with no in-app purchases or DLC. Any new puzzles added to the game would be available to download for free.

## Projected Budget

Projected Staff Budget			
Position	Hourly Pay	Hours Worked	Total Pay
Producer	\$15	50	\$750

Designer	\$15	50	\$750
Designer	\$15	50	\$750
Programmer	\$15	50	\$750
Artist	\$15	50	\$750
Total			\$3,750