Polyworks

April 27, 2014

Global Trader 3.0 Game Development Proposal

Statement of Work

Objective

Polyworks Games (PG) will provide IB5k with a game, *CNH Global Trader 3.0* (The Game) to meet the specifications delineated by IB5k. The Game will include iOS and optional web browser compatability.

Scope

Global Trader 3.0 is a Real Time Strategy (RTS) game that educates people about the benefits of trade. The goal of The Game is to provide an educational method of promoting the concept that increased trade leads to job and wealth creation. Through applied learning (doing rather than showing), The Game will educate players about the economics of trading while providing a hands-on environment to organically explain the economics of large-scale manufacturing, supply chain management, and trade. The game revolves around building and selling tractors, while remaining solvent.

Thematic aspects of The Game will be agilely whimsical, to incite and retain player engagement, interest and entertainment. *Global Trader 3.0* rewards players for thinking laterally and acting quickly as well as responding sufficiently to supplier needs, consumer demands, and unforeseen events (to emulate the actualities of the trading industry itself.)

Technologies / Architecture

The game will be built on web technologies (HTML5, JavaScript, CSS) and deployed for iOS via the PhoneGap framework. PG shall code all features and functionality of the game. IB5k agrees to provide PG with the required creative assets for game design. Additionally, IB5k will provide Game Play Wireframes which will include specification for game screen layout and design.

Responsibilities

- Architecture, coding and deployment strategy will be completed by PG.
- Source code will be provided by PG to IB5k.
- Game wireframes and graphics will be provided by IB5k.
- Final review, approval and deployment will be done by IB5k.
- Out of the scope of this proposal are: Future enhancements, modifications and on-going support initiatives (taking place after the period of performance.)

Polyworks

April 27, 2014

Gameplay

1. At the start of each game, the player is presented with a **combination of market and design challenges and constraints**, such as:
    - product (e.g. combine harvester)
    - quantity (e.g. 500 units) & time limit (e.g. six months)
    - budget limit (e.g. $4.2 million) (always static)
    - political bonus (e.g. points for job creation)

2. The player is then launched into the world of the game, and is prompted to **start building.** the building possibilities would include the following, all of which cost a certain amount of money and time to build:
    - tractor assembly factories
    - partner with parts manufacturers
    - showrooms (national)
    - export routes

    Core Concept:
    Since all challenges focus on building tractors, most players' instincts will lead them to start by building assembly factories and showrooms. As the player gains levels the challenges become more difficult. By partnering with parts manufacturers the manufacturing process is made more efficient. To succeed in the game the player will have to contract and partner with suppliers and parts manufacturers.

3. As soon as the **assembly factories** are completed, the player will start **designing and building** the tractor. This is where some of the whimsical, fun elements can come into play. Some options will directly relate to the challenge, and others will just be for fun factor:
    - parts options
        - wheels
        - attachments
            - fun parts
                - decals
                - flags
                - lights
                - boomboxes
                - hydraulics
                - rocket engines

4. Once tractors start to be completed, the player can start to use the office buildings and showrooms and export routes to **sell tractors**, generating revenue and allowing for more building (and more revenue, and so on).

Schedule

	Description	Completion Date
1.	Web alpha (for basic functionality review)	30/05/2014
2.	iPhone and Android alpha	06/06/2014
3.	IB5k graphics implemented	13/06/2014
4.	Initial QA / Review revisions (beta)	18/07/2014
5.	**Final Game 1.0 delivery**	**18/07/2014**

The above schedule provides approximate deliverable dates for items produced by Polyworks Games.

Dependencies

- Item 1 is dependent on PG receipt of iB5k wireframe at least 2 weeks prior.
- Item 3 is dependent on iB5k delivering all game graphics at least 1 week prior.

Price

Polyworks Games will gather requirements, develop game architecture and logic, and provide platform deployment strategies. Source code will be released to IB5k via public GitHub repository. Initial gameplay review and feedback from IB5k may result in pre-release revisions executed by PG. Out of the scope of this quote is the cost of ongoing (after project completion) support and consultation, which will be billed at the rates specified below.

Itemized Costs

Description	Hours	Amount
Game Architecture	20	2,250
Gameplay Logic	100	15,000

Polyworks

April 27, 2014

Social Integration	15	1,500
User base creation / back-end communication	15	2,250
Graphics Implementation	25	3,000
Deployment Infrastructure Set-up	10	1,500
QA / Pre-release Revisions	15	2,250
Deployment	5	750
Total	200	$20,000

Payment Policy

An initial payment of 25% of the total fee will be required as payment prior to the period of performance. Payment will be received on the basis of your preferred method. The remaining 75% will be invoiced upon completion of the project and will contain any adjustments to the estimates. Please note that Polyworks Games has a strict 30 day payment policy. A 15% penalty will be charged if payment is not received within 30
days and charged again for every 30 days thereafter.

In the event that PG begins work before the initial deposit is, within reasonable means, payable, alternative payment arrangements will be made; if mutually accepted by both the contractor and Polyworks Games.

Acceptance

_____
Paul Hoover, CEO
Polyworks Games

_____
Thomas Hallaran, Co-Founder
IB5k