**EXHIBIT A**

**Milestone, Payment Schedule, General deliverables**

|  |  |  |  |
| --- | --- | --- | --- |
| **Milestone #** | **Description of Services** | **Payout** | **Milestone Due Date** |
| **1** | **M1: Design documentation**   * Game Design of Kodu Levels are completed * Technical Design of Kodu Engineering is completed * Kodu Language tile grammar is reviewed and approved * Kodu Cup Assets, design is reviewed and approved * Visual Art Direction for in-game objects completed and approved | $XXX USD | Nov 23rd |
| **2** | **M2: Pre-prodution**   * Development of 1 Tower Defense level to prototype experience. * Proto-type of Kodu assets working to understand new tile functionality. * Touch implementation working in-game. This includes menu navigation, object navigation, and simple play experiences. * Visual Art Direction for in-game objects completed and approved * Kodu-cup features proto-typed (water experiences and designs working at protototype level) * Art/Audio/text asset planning completed. * Character & asset designs are comped & proto-typed. * Sound Designs are scoped and prepared. | $XXX USD | Dec 14th |
| **3** | **M3: Production: Alpha & Feature complete**   * Development of 1 Tower Defense level to vertical slice experience. * Kodu-cup features proto-typed (water experiences and designs working at vertical slice level) * All Tower-defense levels are built out. Have end-game experience. Polish features remain. * Licensing plans in place, Steam SDK’s integrated, and plans host are in-place for Windows LIVE Marketplace. * Kodu-cup features are completed at a vertical slice experience * All features (assets & tech) are playable. Content (audio, text, polish) is planned. | $XXX USD | Jan 18th |
| **4** | **M4: Code & Content Complete**   * All code is implemented and ready for full test pass. * Content is finalized. Outstanding items (if any) are only text. * Game is fully playable. * License checks are in place and testable. * Kodu-cup features are in place and ready for deployment pending certification | $XXX USD | Feb 15nd |
| **5** | **M5: ZBR**   * Bugs from Code/Content pass are fixed. * All polish work is complete. * Final build is checked into source and built * Final build is signed off and submitted to certification. | $XXX USD | Mar 1th |
| **Total:** |  | $XXX USD |  |
| **Kodu Win8 : Smoking Gun Expectations**  **Game Design:**  **3 Levels covering 3 linked experiences. Game design is based under the following concepts:**   1. **User must be able to use Touch to solve levels.** 2. **Levels are based on a “tower defense” concept, where Kodu is defending his base.** 3. **Levels are linked together; they also show “best-in-class” concepts of using Kodu features.**         Level goals:  Smoking gun delivers pre-built, fully functional levels.  Levels will showcase elements of Windows UI features, new game features, community levels, and new game assets.  **Examples:**  **Level 1:** Introductory experience tha allows users to place character or units, fires units to defend base, as well as brings in a light story element. Goal will be to teach basic Kodu UI implementation (touch, swipe, tap, double tap) for that experience.  **Level 2:** Expanding on tower defence concept; be able to build in additional character elements and concepts. Use a new character to help defend Kodu’s base. Levels, experience, represent part of the story.  **Level 3:** Expose touch, movement, and terrain detection of Kodu. This level should be compelling enough to drive multiple plays, but simple enough to understand.    There is no pre-determined game-length time; however, we want the levels, the character, and the story to be of a value that users will be willing to engage and pay a nominal fee for these content packs.  **Art Design:**  **Character Design**:  New Win8 epic fun (but evil) character.  It will be Kodu-esque in style; A yang to Kodu’s Ying; the dark to the light; it has same properties as Kodu, but extends capabilities. Where Kodu is slow, methodical, this character is quick, fast. Open to ideas and interpretation of character.  **UI Tile Design**:  6-8 new tiles are proposed and will be engineered. As a part of this, Kodu tiles needs to be created which represent these designs. This includes the Win8 UI tiles (Swipe, tap, double tap, move left|right|up|down), as well as Kodu2’s new features (eg: double jump, ice-beam, terrain change, terrain add|delete)  **Sound Design:**  Sounds associated with the new characters, along with new tiles, will be required.  **Engineering:**  **Win8 Experience:**  Develop and complete touch implementation. Add ability to navigate all windows, create a level entirely through touch. Additionally, add Terrain editing through touch  **New Kodu Character:** One new character; 5 new assets. Develops Kodu story character.  **Tile Language:** New character receives new events. This could be a “change tile”, “create mountain”, create wave experiences. (interacts with environment). Partially combined with prop generators.  **Bug fixes:**  It is expected all bug fixes are completed.  **Linking Levels:**  User must be able to “link” levels. This allows multi-world experiences to be conbined and uploaded. There must be a limit to linked-levels uploaded (say, 5).  **DLC License checks:**  Because the new feature has new abilities, we want to enable license checking through STEAM online store. We may give this away at some point.  **Kodu Cup Features:**  These features would not be covered by “license” checks, and must be available to all kids.  **Water features:** Enable ‘dynamic’ water features, which allows water to be created at multiple levels. (not a single water table, but potentially water levels at different heights)    **Fluid Generator Prop**: when placed and set, it allows water to flow in a certain direction and speed; in air, it pushes objects (clouds, boats);  **Water assets:** New characters (Octopus, Orca, Whale); new assets (coral, seaweads, treasure chest container (open/close), Starfish, seashell.; Vehicles (Sailboat; barge)  **Telemetry features:** Time stamp at start of creation for level; telemetry features for Touch UI, and other elements. Note that much of this may come for free due tohow levels are saved.  What is not expected:   * **Localization work:** All localization, if this should be done, will be by Microsoft. * **Education curriculum:** This will be handled at Microsoft.  Smoking Gun’s input is appreciated. * **Web site work:**Smoking Gun is not expected to add any additional website work. * **Signing final build:** While we expect Smoking Gun to signoff, final building signing and propping will be completed by Microsoft. * **TCR testing:** Because this is a PC build under the “technical preview”, formal TCR testing is not required.  However, feature-specific testing will be requested and reviewed. | | | |
|  | | | |