

Sample Statement of Work for D^3 Industries Phase 1: Good afternoon Mr. Watanabe and members of the board, it's a pleasure to start on this new journey with you both. My colleague Charles and I are excited to embark on this creative journey and we hope that this statement will accurately capture the conversations we have had so far and what we both want to achieve. Since our first communication with everyone at D^3 we have had some time to discuss amongst our creative team and members of the board the goals and objectives you have for this game. Let us begin and please reach out if you have any questions or if something is unclear.

Objectives and Purpose: In the beginning, we were excited to brainstorm what creative steps can be taken in designing this app. To start off with the game Gacha is a very well-known turn-based style platform popular in many fan circles. We feel it would be best to design a prototype of the game in a terminal environment and then build from there. The eventual goal is to refine and redesign the prototype if need be to get it ready to launch on mobile and web app platforms. The game will be run in the following steps: Begin by giving the player a selection of 50 scrolls in an inventory slot. Ask and give the player 3 choices to do: To summon a character Look at their roster of already selected characters (note the roster will be empty when starting out) And last would be a choice to exit the game If the player selects the first option, one scroll will be taken from their inventory, and they will have the choice to perform a random character selection. A mechanic will be in place to make sure that there scroll amount in inventory is enough for character selection if not then let the player know "Not enough scrolls" and exit back to the main menu. A person's random character choice will be based on a probability selection of choosing three character classes. We've defined them as Common, Uncommon, and Rare. Rare having the lowest probability of being selected or about 2-5%. The other two classes will have a probability of 20-25% for Uncommon and 40 -70% for Common of being applied to them. A populated pool for each class will be already in place for a Random selection mechanism to make a selected choice for the player. Once a selection is randomly generated and chosen, the character gets stored in the player's inventory. This essentially can become a loop until the player either decides to make more selections, look at the inventory, or exit the game. This summarized section of the game is merely the first phase of the design process. We are planning on doing a total of 4 phases of development. Some more details will be provided in our next SOP for that phase. Since we are both in agreement to release and review the prototypes before moving on to the next phase. Let's discuss the scope of the project.

Scope: Gacha has become a popular game with many types of variations, in this phase we are merely laying the groundwork for the following. Login and task mechanics for the player to follow that gives them a better edge in random character mechanic. Inventory and currency system set up to spend on character selection. In some ways, this might be likened to a slot machine and so what needs to be determined is what if any variation of gacha we will create. This phase is good at least as a place to start, but to develop and build a further game we need to decide that in the next phase. We will implement this phase so that way it will be compatible with your existing infrastructure. Since you mostly run your servers using Windows we will have the

prototype built to be run on a terminal for both Windows, Mac, and Linux. The programming language we will use will be Java and the suite of tools that are available for building this project on a terminal, web app, and mobile game platform. Where: Because we are in different parts of the world, it would be best to keep the project and its contents in a remote environment. We can arrange to meet for in-person meetings, but it would be preferred to keep that only on a need-to-do basis. Tasks: The following tasks have partly been outlined in the last section but these are some additional steps we will include. Design and build a terminal app with Java and the required tools and frameworks for its launch. We will be using the AGILE method to help us in our design and implementation process. Our workflows and pipelines will be developed and refined to a point where we can get the deliverables sent to you in the best quality and function and on time. Once development is done, we will write documentation for the game and any additional notes and/or training for your staff. Program code and documentation will be hosted and packaged in GitLab. An installation script will be provided to make sure that the required tools are installed on your infrastructure so that way all members of your staff can access the game. Once the prototype and documentation are delivered to you we will reconvene to discuss testing, refinements, and what to do and go on from there. Milestones: For Phase 1 we won't have a lot of milestones to reach but by end of October or the beginning of November, the only milestone we've planned will have a working prototype ready to be sent to you. End of November and the beginning of December we will have a script and documentation in the final draft stage. The deliverables for this phase are scheduled to be ready for you by the end of 2022 Deliverables: As mentioned in a few spots for the first phase of this design project we will have a working prototype of the game with it's steps outlined in the objectives and purpose section. The game will only be accessible through the terminal for now in addition to this we will have documentation and an install script available. Both will be curated for the installation of the game and to make sure it runs smoothly on your infrastructure without altering anything. Any implementation questions or concerns can be vetted to us. Schedule: For the first phase we are looking to have the following: By November 1st we are planning to have a working prototype of the game ready to be run according to what we've outlined. By December 1st we will have the documentation and installation logistics ready to be shipped and hosted on our company GitLab account. Standards and Testing: We will be outsourcing our testing and standards to a colleague of ours who specializes in testing newly developed software. We have discussed this previously with you and it has been agreed upon by you. Success: This part is a little ambiguous but we understand that since our communication with each other we both agree that for this phase at least a working product of the game as outlined before will be determined to be a success by you and the board. Another aspect that counts as a success is that the game is installed and runs on your resources with minimal errors. And that the project is met by the stated deadlines and met within budget. Required materials: The program will only need to have the Java Runtime Environment installed on the infrastructure. This tool and its respected frameworks are provided free of charge to small businesses and startups. If the game is a bigger success in the future we will need to look into upgrading to the professional license of the

game in order for it to be expanded and portable. Payment: As discussed in our proposal before we will require this game to be designed for a budget of \$15000. 50% of it is paid upfront, and the rest is collected after the completion of the first phase. If the decision is made to continue development beyond the first phase we will renegotiate our rate. Close: Thank you again everyone for giving us your time and attention. Hopefully, this SOP accurately and completely discusses our game plan and our approach to solving this problem. Please as always reach out to either of us if you have any questions. Our contact info is included within this packet.