

Below is our financial proposal and its breakdown.

Description of services	Amount (EGP)
Game Design:	
-Creating a new tutorial level.	17.600
-Adding objectives to the main map, both timed and untimed.	17,600
-Improving main game's level design. (Progression & Character efficiency)	
Coding:	
-Implementing and debugging the new level.	
-Implementing new objectives and level design	21,120
Bug Fixes:	
-Fixing known gameplay bugs such as missing colliders or objects not spawning or not	40.000
behaving the way they are supposed to in some scenarios.	19,360
-Preparing test cases to test the game's design and development.	
Art Improvements & Modifications:	
-Improvement to colors and environment.	
	26,840
-New and improved UI.	
-New polishing and texturing	
Grand Total(EGP)	EGP 84,920