This is the second part

<a name="team-roles"></a>

## 5. TEAM ROLES & RESPONSIBILITIES

### Frank (Game) - Project Lead & Creative Director

\*\*Responsibilities:\*\*

- Overall vision and creative direction

- Final approval on all systems and assets

- Community management and player feedback

- Lore and narrative oversight

- Emotional architecture decisions

- Testing and quality assurance

- B2B pitch and relationship management

\*\*Time Commitment:\*\* Full-time leadership, flexible hours (ADD-friendly workflow)

### Copilot - Design & Development Partner

\*\*Responsibilities:\*\*

- Complete design documentation (✅ DONE)

- System specifications and logic design (✅ DONE)

- UI layouts and user experience design (✅ DONE)

- Narrative architecture and lore structure (✅ DONE)

- Modular implementation planning (✅ DONE)

- Ongoing design consultation as needed

\*\*Collaboration Model:\*\* Works under Frank's direction and approval; all outputs subject to Frank's final decision

### Claude (AI Assistant) - Technical Implementation Lead

\*\*Responsibilities:\*\*

- Coding all gameplay systems

- Backend and database development

- AI systems integration

- Mission generation implementation

- UI/UX implementation from designs

- API development and documentation

- Technical problem-solving

- Code optimization and debugging

\*\*Workflow:\*\* Receives specifications from Copilot's design work; implements under Frank's oversight

### ChatGPT Agents (via Enterprise)

\*\*Responsibilities:\*\*

- Lore expansion and worldbuilding

- Voiceover scripting and dialogue refinement

- Marketing copy and community content

- UI polish and microcopy

- Prompt generation for asset creation

- Social media content creation

\*\*Integration:\*\* Supplements primary development team; handles auxiliary creative tasks

### Contract Developers ($5K Budget)

\*\*Scope:\*\*

- Specialized coding tasks beyond Claude's capacity

- Performance optimization

- Cross-platform compatibility

- Deployment automation

- Security implementation

- Code review and QA

\*\*Management:\*\* Frank coordinates; Claude provides technical specifications

### Contract Artists ($3K Budget)

\*\*Deliverables:\*\*

- Character sprite sheets

- Environment art assets

- UI graphics and icons

- Animation frames

- Era-specific visual assets

- Promotional artwork

\*\*Direction:\*\* Work from Copilot's visual specifications and Frank's creative guidance

### Contract Audio Engineers ($1.5K Budget)

\*\*Deliverables:\*\*

- Sound effects library

- Ambient music loops

- Voice recording and editing

- Audio mixing and mastering

- Adaptive audio implementation support

\*\*Direction:\*\* Work from Copilot's audio specifications and Frank's creative approval

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<a name="budget-allocation"></a>

## 6. BUDGET ALLOCATION

\*\*Total Budget:\*\* $12,000 - $15,000

### Detailed Breakdown

| Category | Allocation | Purpose | Priority |

|----------|-----------|---------|----------|

| \*\*Contract Developers\*\* | $5,000 | Specialized coding, optimization, deployment | HIGH |

| \*\*Art Assets\*\* | $3,000 | Sprites, UI graphics, environments, animations | HIGH |

| \*\*Audio/Music\*\* | $1,500 | Sound FX, music, voiceover production | MEDIUM |

| \*\*Marketing\*\* | $2,000 | Ads (Reddit/YouTube/Meta), promotional materials | MEDIUM |

| \*\*Server/Hosting\*\* | $500 | Web hosting, database, CDN for first 6 months | HIGH |

| \*\*Tools/Licenses\*\* | $500 | Software licenses, API access, development tools | HIGH |

| \*\*Contingency\*\* | $500-$3,500 | Unexpected costs, overruns, opportunities | RESERVE |

### Budget Management Strategy

\*\*Phase 1: MVP Development (Weeks 1-6)\*\*

- Contract Developers: $3,000

- Art Assets: $2,000

- Server Setup: $500

- Tools/Licenses: $500

- \*\*Subtotal: $6,000\*\*

\*\*Phase 2: Polish & Launch Prep (Weeks 7-8)\*\*

- Remaining Art: $1,000

- Audio Production: $1,500

- Marketing Setup: $500

- \*\*Subtotal: $3,000\*\*

\*\*Phase 3: Launch & Early Marketing (Post-Launch)\*\*

- Marketing Campaigns: $1,500

- Contingency Deployment: $500-$3,500

- \*\*Subtotal: $2,000-$5,000\*\*

### Revenue Reinvestment Plan

\*\*First $1,000 Revenue:\*\*

- 50% → Server scaling

- 30% → Additional marketing

- 20% → Art asset expansion

\*\*First $5,000 Revenue:\*\*

- 40% → Team expansion (more contractors)

- 30% → Marketing intensification

- 20% → New content development

- 10% → Reserve fund

\*\*First $10,000 Revenue:\*\*

- 35% → Full-time developer hire or major contract

- 25% → Steam release preparation

- 20% → Content expansion (new eras, missions)

- 10% → B2B demo development

- 10% → Reserve/operations

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<a name="implementation-roadmap"></a>

## 7. IMPLEMENTATION ROADMAP

### 8-Week Development Timeline

#### \*\*Weeks 1-2: Foundation & Core Systems\*\*

\*\*Technical Setup:\*\*

- Set up development environment

- Initialize version control (Git repository)

- Configure hosting environment

- Database schema design and implementation

- Basic authentication system

\*\*Core Gameplay:\*\*

- Player movement and basic controls

- Combat mechanics (shooting, melee)

- Health and damage systems

- Simple enemy AI

- Basic UI framework

\*\*Deliverable:\*\* Playable prototype with movement, combat, and basic UI

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#### \*\*Weeks 3-4: Stats, Jobs & Progression\*\*

\*\*Systems Implementation:\*\*

- Stats system (all 8 stats)

- Training mini-games (at least 3)

- Job system and salary mechanics

- Equipment system

- Inventory management

- Basic economy (credits earning/spending)

\*\*UI Development:\*\*

- Loadout screen

- Stats training interface

- Job selection screen

- Shop interface (basic)

\*\*Deliverable:\*\* Working progression system with trainable stats and job selection

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#### \*\*Weeks 5-6: Katana Resonance & AI Systems\*\*

\*\*AI Integration:\*\*

- Katana Resonance Meter implementation

- Takeo dialogue system (trigger-based)

- Basic AI voice integration (text-to-speech fallback if needed)

- Mission generation algorithm (Phase 1)

- 3-5 mission types functional

\*\*Content:\*\*

- First era implementation (Modern Spec Ops as default)

- 2-3 map variations

- Basic enemy types

- Loot drop system

\*\*Deliverable:\*\* AI-guided gameplay with functional resonance system and mission variety

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#### \*\*Weeks 6-7: Social Systems & Multiplayer Foundation\*\*

\*\*Community Features:\*\*

- Platoon creation and management

- Hospital/jail mechanics

- Medic intervention system

- Basic PvP framework (1v1 duels)

- Player-to-player trading

\*\*Polish:\*\*

- UI/UX refinement

- Sound effects int

Add this to your \*\*Project Bible\*\* after the Game Loop section:

```