LEGEND OF LANDAMA

ランダマの伝説

"Nostalgy brings inspiration"

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1. Development Team

Albert Pou - Team Lead

Arnau Bonada - Code

Maria Garrigolas - UI and Management

Max Llovera - Design

Arnau Ustrell - Art + Audio

2. Game Concept

Legend of Landama is an RPG Turn-Based video game with a Top-Down camera.

In this experience you will be able to travel to 4 different locations: the cave, the forest, a big city and a dungeon full of enemies and lots of puzzles to solve.

Village Example

Dungeon Example

Forest Example

2. Game Concept

Dig in to the story to know who you are, and what's your destiny in this world. Build a team to defeat numerous enemies!

Characters:

Heroine   Mage   Knight   Monk

Forest enemies:

Forest Boss

Cave enemies:

Dungeon enemies:

Dungeon Boss

2. Game Concept

Each character of the team needs equipment to defeat the enemies. Upgrade the equipment to be stronger!

Bow (Heroine):

Wand (Mage):

Sword (Knight):

Protection:

3. References

In order to delivery a top-quality game, we have to take an account valuable references from our predecessors.

Those are famous RPG Sagas like the *Final Fantasy™* and *Pokemon™*.

This is the Mood Board used for build the concept of our game.

Moodboard Reference

4. Calendar

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
March 1st		Sprint 1 - Game Theme and Idea					
March 8th					Sprint 2 - Concept Discovery		Delivery Assignment 1
March 15th	Sprint 3 - Game Pitch						
March 22th	Sprint 4 - Review Last Assignment						
March 29th							
April 5th					Sprint 5 - Assignment 2		
April 12th							Delivery Assignment 2
April 19th	Sprint 6 - Review Last Assignment						
April 26th							
May 3rd					Sprint 7 - Assignment 3		
May 10th							Delivery Assignment 3
May 17th	Sprint 8 - Review Last Assignment						
May 24th					Sprint 9 - Assignment 4		
May 31th							Delivery Assignment 4

5. Deliveries

Delivery Assignment 1 → *Concept Discovery - March 14th*

Delivery Assignment 2 → *Vertical Slice - April 18th*

Delivery Assignment 3 → *Alpha - May 16th*

Delivery Assignment 4 → *Gold - June 3rd*

Milestone 1. CONCEPT DISCOVERY (March 14th)

- Game Design Document

- Tech Design Document

- Production Plan

- GUI Design Document

- Art Bible

- Audio Bible

- QA Workflow

- Game Pitch

Milestone 2. VERTICAL SLICE (April 18th)

The goal is having an executable that proves the core gameplay of the project.

Milestone 3. ALPHA (May 16th)

The goal is having an executable that is fully playable with all gameplay bits of your game.

Milestone 4. GOLD (June 3rd)

The goal is having an executable with well tested and balanced gameplay, but also fun to play.

6. Project Budget – Salary

Members	Cost	Months	Total Cost
Project Lead	1600 €	4	6400 €
Manager	1400 €	4	5600 €
Art/Audio Artist	1400 €	4	5600 €
Designer	1400 €	4	5600 €
Programmer	1500 €	4	6000 €
GUI Designer	1350 €	4	5400 €
			40.400 €

6. Project Budget - Marketing

For a good marketing campaign we will need 10.000 euros.

Media	Cost
Instagram	5000 €
Youtube	5000 €

6. Project Budget – Product Subscription

Being Adobe Photoshop the only paid program that we will be using in the project, we decided to take the photography pack instead of the single product.

Product	Cost	Months	Total Cost
Photoshop	12,09 €	4	48,36 €
			50.448,36 €

Lr Ps

Fotografía

12,09 €/mes
IVA incluido

Lightroom, Lightroom Classic, Photoshop para escritorio y iPad, y 20 GB de almacenamiento en la nube (1 TB disponible).

Compara los planes fotográficos
Ver detalles de planes y precios

☐ Añade Adobe Stock.
Obtén una versión de prueba gratuita de 30 días.*

Comprar ahora

Ps

Photoshop

24,19 €/mes
IVA incluido

Crea bonitos gráficos, fotos e ilustraciones en el escritorio y iPad. Incluye Adobe Fresco para el dibujo y la pintura.

Ver detalles de planes y precios

☐ Añade Adobe Stock.
Obtén una versión de prueba gratuita de 30 días.*

Comprar ahora

7. Why to Invest?

❏ We want to provide a game that brings back **nostalgic memories** for all the players that have grown playing classic RPG games.

❏ We also want to create a **new experience** for those players who didn't have the opportunity to play old RPG games.

❏ Perfectly balanced gameplay between **exploration, puzzles and battle**. This balance will bring to the game an engaging game flow.

7. Why to Invest?

❏ The game will list on Steam with a starting price of **15,99 €**

❏ After the release, our intention is to provide **free extra content** for the people who own the game.

Thank you for your time!