**PRODUCTION PLAN – CARA**  
  
**Client Overview**

**Client:**

Francesco Blasonato

**Client Objectives:**

Design an indie game based on a short story/script from JMFScreenlab. The chosen story is “The Climb”.

**Deliverable Requirements:**

* Indie game based on a script/short story.

**Requirements Details:**

* Must have a strong message/theme.
* Must be a re-interpreted version of a story.
* Must be medium in length (Length not determined yet)

**Target Market:**

* Narrative and Walking sim players
* Casual/Indie gamers

**Competitor Analysis:**

There is a lack of games that centre around mountain climbing as a walking sim with strong narrative and dramatic elements.

* Of the games that have snow/mountain settings, they are incidental and momentary (Death Stranding, COD: MW2)
* OF the games that have snow and mountain central, most are action, race based or a parody of other games (Sims 4 DLC: Snowy Escape, Walking Simulator 2020)
* Of the narratively driven and with dramatic elements utilise fear and shock (Layers of Fear, Amnesia)

**Proposed Schedule**

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| --- | --- |
| **DATE** | **KEY DELIVERABLES** |
| 16/10/2020 | Hand over production documents |
| 6/11/2020 | Playable build |
| 27/11/2020 | Delivery |

**Project Resources and Budget**

**Team Members and Skillset:**

|  |  |  |
| --- | --- | --- |
| **Name** | **Role** | **Skills** |
| Chelsea | Designer/Artist/Level Designer | Concept art, 3D modelling |
| Alex | Designer/Programmer/Mechanics | Scheduling & Level design |
| Raymond | Narrative | Story structure and Dialogue |
| Andy | Designer | Documentation and Production |

**Development Hardware:**

RAM: 32GB

CPU: Intel Core i7 @ 3.4GHz

GPU: Nvidia GeForce GTX 960

OS: Windows 10

**Development Software:**

* Unity
* Visual Studio Enterprise/Community
* Maya
* Z-Brush
* Substance Painter
* Photoshop (Adobe)

**Project Budget:**

Wages:

* Artist – $60 000 per year
* Programmer – $65 000 per year
* Designer – $75 000 per year
* (1 programmer + 2 designers + 2 artists) x 2 months = **$60 000**

Tools:

* Unity Pro – $9 000 (*5 users, 1 year*)
* Maya – $2 280 (*2 users, 2 months*)
* Adobe Creative Cloud – $460 (*2 users, 2 months*)
* Substance Painter – $80 (*2 users, 2 months*)
* ZBrush – $160 (*2 users, 2 months*)
* Visual Studio Professional – $135 (*3 users, 2 months*)

Commission Fee

20% = $14 423

Total

**$86 538**

**Project Schedule**

**Contents**

* Week 1: April 22– 23
* Week 2: April 28 – 30
* Week 3: May 7 – 8
* Week 4: May 12 – 14
* Week 5: May 20 - 21

**Week 1 (Sprint 1)**

* Date: April 22 – 23

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| --- | --- | --- |
| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea | This week was collaborative:   * Pitch Presentation * GDD * Establishing workflow (Trello, Unity, Teams) | * Production Plan * Asset List |
| Alex |
| Raymond |
| Andy |

**Week 2 (Sprint 2)**

* Date: April 28 – 30

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| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea | * 1st level blocking |  |
| Alex | * Ice Axe Mechanics * Grappling Hook Mechanics * Camera Mechanics |  |
| Raymond | * 1st pass story * 1st pass Beatsheet |  |
| Andy | * 1st pass Production Plan * Dialogue System |  |

**Week 3 (Sprint 3)**

* Date: May 7 - 8

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| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea |  |  |
| Alex |  |  |
| Raymond |  |  |
| Andy |  |  |

**Week 4 (Sprint 4)**

* Date: May 12 - 14

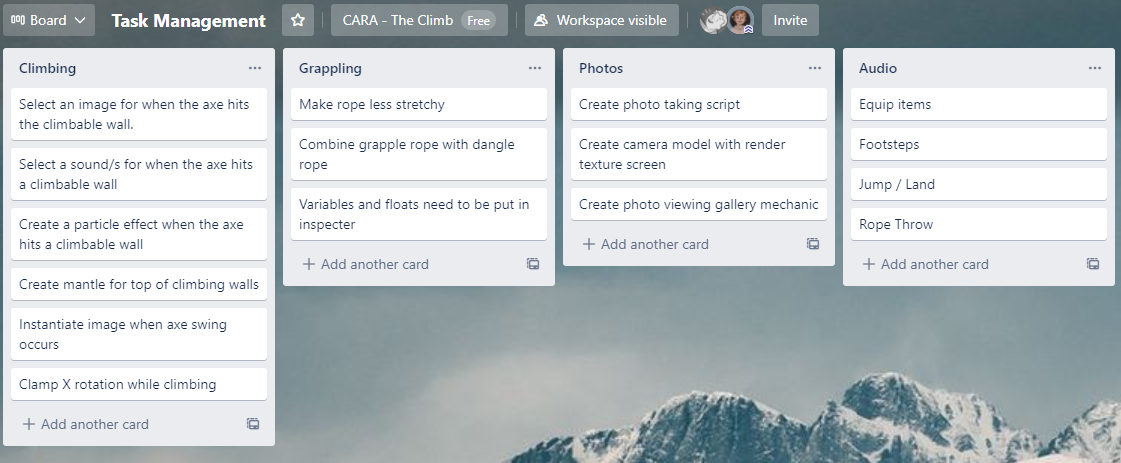
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| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea |  |  |
| Alex |  |  |
| Raymond |  |  |
| Andy |  |  |

**Week 5 (Sprint 4)**

* Date: May 20 - 21

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| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea |  |  |
| Alex |  |  |
| Raymond |  |  |
| Andy |  |  |

**Week 1: Sprint (Trello)**

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