**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**

|  |  |
| --- | --- |
| **DATE** | **KEY DELIVERABLES** |
|  | Production documents |
|  | Demo |
|  | Playable build |
|  | Delivery |

**Project Resources and Budget**

**Team Members and Skillset:**

|  |  |  |
| --- | --- | --- |
| **Name** | **Role** | **Skills** |
| Chelsea | Designer/Artist/Level Designer | Concept art, 3D modelling & Level Design |
| Alex | Designer/Programmer/Mechanics | Scheduling, Mechanical Design & UX |
| 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
* Photoshop (Adobe)

**Project Budget:**

Wages:

* Designer – $75,000 per year
* (4x Designers) x 5 Weeks = $28,846

Tools:

* Unity Pro – $9,000 (*5 users, 1 year*)
* Maya – $2,280 (*2 users, 2 months*)
* Adobe Creative Cloud – $460 (*2 users, 2 months*)
* Visual Studio Professional – $135 (*3 users, 2 months*)
* Unity Assets
  + Synty Studios
    - POLYGON – Viking Pack = $38.60
    - POLYGON – Office Pack = $51.45
    - POLYGON – Explorer Pack = $9.00
    - POLYGON – Snow Kit Pack = $12.85
    - POLYGON – Samurai Pack = $25.70
  + LMHPOLY
    - Low Poly Modular Terrain Pack = $25.75
  + Pixel Crushers
    - Dialogue System for Unity = $109.30
  + Virtual Method
    - Obi Rope = $47.60

Commission Fee

20% = $8,208.20

Total

**$49,249.45**

**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 * Asset list |  |

**Week 3 (Sprint 3)**

* Date: May 7 - 8

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| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea | * First pass Art Bible |  |
| Alex | * Animation * Sound Implementation * Narrative w/ Raymond * First pass on all levels |  |
| Raymond | * Final pass beatsheet * Character bio |  |
| Andy | * Sound implementation * First pass Art Bible * Implementing Dialogue * Post-Processing (Lighting) * Particle Effects |  |

**Week 4 (Sprint 4)**

* Date: May 12 - 14

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| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea | * Final pass Art Bible * Testing (Team) * Level design final pass |  |
| Alex | * Content Implementation * UI |  |
| Raymond | * Dialogue final pass |  |
| Andy | * UI * Menu System |  |

**Week 5 (Sprint 4)**

* Date: May 20 - 21

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| **Team Member** | **Deliverables/Contributions planned for the week** | **Incomplete Deliverables** |
| Chelsea | * Polish |  |
| Alex | * Polish |  |
| Raymond | Final pass on dialogue Final pass on story Final pass on character bios |  |
| Andy | * Polish |  |

**Week 1 - 2: Sprint (Trello)**

