Production Proposal
&
Contract

Prepared for:

Roger Rodgers
Digital Reality Films

Prepared by:

Elliot Hayward
Project Octavius

Introduction

Digital Reality Films,

Thank you for taking the time to review this game development proposal.

We have taken your feedback onboard regarding the change of the third game as it was not to your liking. Further details on the new mini-game are listed in our project description. We also noted the concern regarding the gladiator's outfits and have adjusted the designs accordingly.

We have created an estimated development timeline and cost structure for your review, which you'll find below. Please note that all project milestones and costs are our best estimates based on your stated needs – actual delivery dates and costs may vary due to unforeseen circumstances.

We pride ourselves on delivering quality work on time and on budget. We develop our games using the latest development tools, ensuring they will run on the latest hardware and support the latest software features. Project Octavius strives to deliver the best work in the industry which not only reflects positively on ourselves but enables our clients to grow their reputations!

After reviewing this proposal, you can sign the final page if you're ready to move forward or contact me directly at ehayward@hotmail.com.au with any questions or concerns.

Thanks for the opportunity to help your business thrive! We look forward to supporting your vision with our game development services.
Sincerely,

Elliot Hayward
Project Octavius

Project Description

Cyber Arena TV is a reality TV show set in the future where contestants has multiple mini-games for players to play in.

Icebreaker minigame:
Icebreaker is a game with unstable ground below the players and they must avoid falling into the pit. The floor will begin to break when a player steps on it or when the arena's ball hits it. The floor breaks down in stages; lightly cracked, moderately cracked and critical. Once a tile is destroyed it does <u>not</u> respawn. The players must try to find remaining ground to stay above the void, last player standing wins.

Hot-Potato minigame:
Hot-Potato is a game where the players are rooted to their positions, a bomb is dropped into one of their laps and they get to decide where to throw it. The fuse time on the bomb is random and the players will have to throw it at each other. When the bomb goes off in a player's hands, they are eliminated. The game ends when there is one player left standing.

Bombing Run minigame:
Bombing Run is a game where the players would be placed in an arena with obstacles placed strategically fixed around the area. The players would chase each other around the arena to pass the

bomb to one another by touching them, where the player has the incentive to get rid of the bomb so as to not blow up. The bomb would run on a random timer to try to get the players to be more active with the game as they don't know when it will go off. Last man standing wins.

Link to live GDD:
https://docs.google.com/document/d/1M7q8VF3BT2PUSSA7xtYYu3UcMjs6shRh/edit?usp=sharing&ouid=10410157922725344318&rtpof=true&sd=true

Opportunities

The product that is being provided as a result of this contract is designed in such a way that it will cast a broad net for its audience. The party game market is making a resurgence with other franchises trying their hands at it. This product will open doors to new casual players and viewers that will become comfortable with the franchise and allow your overall brand to grow.

For us, this project provides us with the opportunity to work on a fantastic new IP and create phenomenal new gameplay to grow and challenges ourselves.

Risks and Prevention Strategies

Risk: Feature and scope creep

Preventive measure: Compartmented design

Our planning and initial conceptualisation of this project allow us to ensure that we do not get caught up in adding too many features resulting in missing milestones. We are operating and making sure that each mini-game is in a playable state before we move to the next one. This will allow us to have a playable, workable product by the end of it whilst also allowing us to have stretch goals.

Risk: Milestone Management

Preventive measure: Working Agile

We plan on working in an agile format wherein we can more accurately determine the time it will take to complete tasks and stay on top of the workload.

Risk: Over-reliance on particular team members

Preventive measure: Cross-discipline ability

We have individuals in the team that can work across disciplines and are able to assist with sharing the workload. This means that there is no heavy reliance on singular individuals to do all the work.

Team and Costs

Project Octavius will be working with established partners and contractors to deliver your project.

This project has been estimated on a <u>milestone basis</u>. The pricing below shows the expenses and wages for the staff that will be involved over the estimated duration of each milestone during the 2 months as originally agreed. Please be aware that actual project costs may vary from what is shown here.

Team Wages

Position	Qty	Wages per Milestone ($)	Total ($)	GST ($)
Designers	2	4,234.75	8,469.5	846.95
Artists	3	3,571.50	10,714.50	1,071.45
Programmers	3	3,613.30	10,839.90	1,083.99
Operational Costs	8	1,000.00	8,000.00	800.00
		Wages Subtotal (Milestone 1)	**30,023.85**	**3,002.39**
		Wages Subtotal (Milestone 2)	**30,023.85**	**3,002.39**
		Wages Subtotal (Milestone 3)	**30,023.85**	**3,002.39**
		Operational costs across milestones	**24,000.00**	**2,400.00**
		Total	**$114,071.55**	**$11,407.17**

Deliverables

Milestones

Alpha Build: 04/11/2022

Beta Build: 18/11/2022

Gold Build: 02/12/2022

Payment Schedule

Payments will occur in the milestone basis, with each invoice being sent upon completion of a milestone. By agreeing to this contract it is being agreed that the payment of the invoice will be completed before the next milestone is achieved, a two week period.

Terms and Conditions

Changes and Revisions

The prices indicated in this contract are based on the length of time estimated to deliver everything agreed on in the Game Design Document and Project Documentation. We are happy to be flexible. Changes and feature requests will be considered and may affect the prices and schedule outlined.

Contract Termination

Should either party be in a position where they plan to terminate the contract, notice should be given in writing with a 10-business day notice period.

In the case that Project Octavius is seeking to terminate the contract, Project Octavius will provide Digital Reality Films with any completed and undelivered work.
This gives Digital Reality Films the room and flexibility to seek out a new developer to pick up where the work was left off while minimising any losses due to the disruption in the project.

In the case that Digital Reality Films is seeking to terminate the contract, they will provide Project Octavius the next scheduled milestone payment.
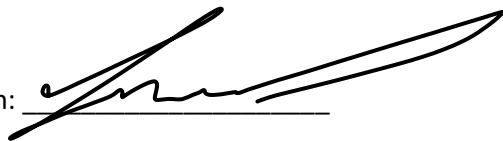This gives Project Octavius compensation for any unpaid work that they have done and alleviates any loss of income due to the disruption.

Acceptance

Please sign below to indicate your approval of this Contract.

Elliot Hayward
Project Octavius

Sign: _____

Date: 20/10/2022

Roger Rodgers
Digital Reality Films

Sign: _____

Date: 20/10/2022

Contract Amendments