

ORB WILL BE:

- simple to understand
 - player customization => very deep!
- 10 hours of gameplay
 - 66 levels (5 hours)
 - randomly generated mode (5 - 10 hours)
- a visual spectacle

- (7.5€ GAME)



(DLC)

DEVELOPMENT TIME: 12 months + 3 months

DEVELOPMENT COST: 164k USD

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Total cost	\$164,240
<i>3x Full-time salary</i>	<i>\$135,000</i>
<i>Part-time project manager</i>	<i>\$6,240</i>
<i>Server costs, licenses, tools</i>	<i>\$5,000</i>
<i>Marketing costs</i>	<i>\$10,000</i>
<i>Music Contractor</i>	<i>\$8,000</i>