

Project Charter Plan

<Mobile Game Project>

Date

03/02/2021

Background

This project is a continuation of a game series involving a mobile resource/building game called Heedless, and an accompanying card game Heedless the Card Game. It will be developed by Nathan Goyer, who has been tinkering in game design as a hobby since 2008, and released his first commercial game in 2019.

Purpose

Often RPG games are complex, and difficult to get into in a short period of time. With this project I seek to create a game that is easily accessible, and designed for short bursts of play rather than an expansive journey typical of RPG games. This is to meet a need for more mobile RPG games in the market that are not convoluted.

Scope and Deliverables

This game is being designed with replayability as a main focus. With that in mind, a lot of assets will be able to be reusable as well, with systems in place in order to create freshness for the player. For example, while a player may fight similar enemies they have seen before, they can be accompanied with different enemies, and/or have a different degree of power due to dynamic variables.

Example, on floor 1 a potential enemy, a wolf, could have 150 Health Points, and 20 Attack. Each floor progressed would increase this value. By floor 10, the wolf would now have 375 Health Points (150% increase, 15% per floor) and 40 Attack (100% increase at 10% per floor). These values might vary between creatures slightly during testing.

There will be six possible locations, each with 15-20 possible floors, totaling to 90-120 floors in total that the player may engage with. Though these floors will be randomized so a player engaging with every possible floor is not guaranteed. Interactables in each floor will also be randomized with a few different optional events and treasures.

What will be excluded for the sake of time will be an overarching story. A story, if any, will be a minor aspect to the game. There will be very little dialogue, which would take time to write and edit. There will also be a limited number of locations, with the game focusing on small self-contained floors for the player to engage with.

Constraints

This will be primarily developed in the RPG Maker MZ software, which does provide some opportunities and limitations. This game will be limited to a 2d setting with sprite graphics. Music and art for the game has been purchased, and so there are some limitations on the unique aspects of the game.

Assumptions

- I will have frequent access to my workstation
- Art and music assets will be sufficient
- A small number of friends and family will be available for a testing pool
- The scope of the project will stay relatively the same

Business Benefits

Mobile games have a very high potential for profits. While there is a large amount of supply, there is a large amount of demand as well. Currently, some of the highest grossing video games are mobile games. The most effective way to monetize a mobile game is through either in-game transactions, or advertisements. Options for this project as far as monetization would be intermittent ads, and reward ads. While having an outright cost to purchase the game is common as well, I believe it overall limits the potential user base too much.

Costs and Benefits

The costs for this project are relatively low. With software and assets only costing \$220 in total, with most of the assets already owned by me. After this the next cost would be my time in development. Previous libraries of code will help bring down development time if able to be reused, which will lower costs as well.

As far as potential benefits, they can vary greatly. Even simple games can result in massive profits. And while there is a large amount of supply the quality of the supply is generally low. There is certainly higher potential for profits if a game is higher quality than average.

Risk Analysis

Some potential risks include difficulties in optimization, as device capabilities of users can vary drastically. Another risk can be roadblocks during the development process, such as difficulties in implementing a feature for a prolonged period of time.

In combating these risks, testing on a large range of devices can help. In my previous game, I had to change a decent amount of the initial design to improve optimization, but it was caught late in development. In this project, acting with optimization in mind at the start will limit this risk. As for potential road blocks, keeping the scope small will help with this risk. By limiting the amount of features, the likelihood of incompatibilities between features and struggles with complex features will be smaller.

Solo Development

This project will be solely designed by myself. However as stated earlier art and music assets have already been acquired, and were created by others. This leaves the majority of the work to be design and coding, which is attainable by just myself.

Schedule

Design for the game will begin starting the 21st-27th of March with getting some easier tasks out of the way. From there, progress will be set on a weekly basis until the 1st of July. The main milestones will be marked by a testing period, ensuring that the game is progressing as planned and that the systems are working smoothly.

