Our team have 30 million dollars to spend.

For choosing a suitable platform, our budget is 100 thousand, because this is important, but this does not usually cost too much.

To determine the price of our game, we decided to spend at most 50 thousand on the marketing. Because this is a relatively easy step of our game.

To target the audience of our game, the budget is 70 thousand as well.

To anticipate the ESAB rating of our game, we decided to spend 200 thousand. Because this will cost many research and marketing.

To determine the community support that can be provided, our budget is 300 thousand.

To determine who or how our game will be marketed, our budget is 20 thousand.

To participate in esports, we decide to spend 2 million, because esports is full of possibilities, the game could gain interest from participating in esports.

To anticipate the life span of our game, we decided to spend 100 thousand.

For the publicity arts, our budget is 550 thousand. Because the good art will give audience better impression.

For giveaways, we decided to spend 2 million. Because this will help people to get to know our game.

To attend game conferences, we decide to spend 4 million, because these are some very good chances to show our game to the world.

For commercial cost, we decided to spend 14 million, because this is the most important part of marketing our game.

Then for the rest of our money, we decided to leave it as the backups in case of any shortage of funds.