



Money – The visual design of your game is complete and you have discovered that the Artist/Art Team has selected 3 fonts, used within the art assets and UI, are very expensive (\$2,000, \$3,000, and \$5000 each). The fonts have already been incorporated into the almost final asset work.

Explore your options regarding the fonts that are already included in your project, determine how to solve this licensing and budget issue, while still maintaining the art style that has been established for your project.



People – A member of your team has mentioned a potential resource who can provide the team with special knowledge your team does not have moving them forward in a vital way in a short amount of time – you really respect the team member and see value in what this resource could bring to the team in a short amount of time.

Consider budget, return on investment, and team morale as you explore what it would take to bring this resource onto the team as a contractor for 2-4 weeks to provide the needed information/skills and whether this is something you should consider for your project.



Tech – You decide that hiring voice actors for your in-game dialogue/interactions will really add a lot of interest and impact to the title but you could consider just having your team members do the voice over themselves to save money.

What are the legal and licensing issues you might encounter with either option as well as the potential expenses that would impact your budget?



Logistics – The marketing team wants to use game assets as advertisements on the sides of buses – both commercial and school buses – in selected areas in the Southern United States as they feel your project would really resonate with the target audience in that area.

Explore the legal issues you should consider as part of the due diligence around this idea as well as any potential challenges it might cause for your project.



Wild Card – Now that release is less than 2 months away, the studio's creative director wants to triple the number folks to your playtest groups to increase exposure of your game with players and press. The numbers will increase the support demand on your team during this major milestone and launch countdown.

What are the risks and how will you manage this request?



Project Shut Down – Based on the shutdown checklist you created – prioritize the actions of each category (Money, People, Tech, Logistics and Wild Card) as to complexity, impact on your team members, and include thoughts about how it could be “more difficult” than you expect to balance the business need to shut down the project along with your desire as project lead to “take care of your team.”