Project Nautilus Detail

Code Name: Project Nautilus

Game Genre: Arcade

Project Budget: $49 per hour x 6 team members x 40 (hours per week) x 52 (weeks per year)

Team Size: 5-6

Launch Device: iPhone

Workspace: Main Studio

Required Systems:

- Account Management
- Achievements
- Leaderboards
- Game Progress Save
- Monetization Plan

Required Feature: Timed Mode