

PLAN OF APPROACH

Stop the hunter

Laura van den Dikkenberg

BOUNDARIES

Nr.	Subject	Description	Agreed terms	Date	Talked to
1	Target audience	Age, gender, etc.	Everybody (young and old)	19-02-2018 11:30	Charissa Roorden, Jan Dijkstra
2	Art style	2D/3D realistic	As long as it looks pretty	19-02-2018 11:30	Charissa Roorden, Jan Dijkstra
3	Budget	The amount of money they want to spend	No budget	19-02-2018 11:30	Charissa Roorden, Jan Dijkstra
4	Specifications	Everything that must be there	Attract new customers, must be innovative and people need to be aware of the endangered species	19-02-2018 11:30	Charissa Roorden, Jan Dijkstra
5	Time	How long we have for the project	3 months	19-02-2018 11:30	Charissa Roorden, Jan Dijkstra
6	Marketing	Where they want to market it	Social media	19-02-2018 11:30	Charissa Roorden, Jan Dijkstra
7	Work space	Where we're going to work	They're providing a work space, with working computers and internet connection	19-02-2018 11:30	Charissa Roorden, Jan Dijkstra
8	Art style	2D/3D realistisch	Card board 2D niet realistische look	19-02-2018 15:00	Patrick Rene Posthuma Linthorst

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RESOURCES

Roles	Why?	Critical/Optional	Cost per hour	Total cost
Audio design	Every good game has music in it	Optional	€45-, an hour	€720-,
Art (2)	We need to make it look pretty	Critical	€40-, an hour	€8.000-,
Development (2)	We need someone to make the game	Critical	€50-, an hour	€24.000-,
Play tester	We need some feedback from outside to make sure it's fun to play	Critical	€30-, an hour	€960-,
Project manager	We need someone to make plans and make sure everything goes as plan	Optional	€60-, an hour	€28.800-,
Marketing manager	We need to let people know that the game is available	Critical	€60-, an hour	€14.400-,
Level design	Someone needs to make the levels	Optional	€45-, an hour	€720-,
				Total : €77.600

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Software	Usage	Cost
Unity pro	This is where I will make the game in	€125 /month €1.500 / year
Maya 2018 (optional)	I will make the models in here	€242 / month €1.936 / year
Photoshop	I will make the design and textures in here	€24,19 / month €290,17 / year
		Total: €319,19 / month € 3.726,17/ year

Hardware	Usage
Laptop/Computer	This is where we'll make the project on
Mobile phone	To test and play the game on
Internet connection	So we can do research
Socket	To charge the laptops/plug in computer

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COSTS

Since we'll only work on this for 3 months the cost would be **€957,57 (software)**

Not including Maya 2018 will make it drop down to **€591,71 (software)**

All the cost together (with paychecks & with Maya) would be a total of **€78.557,57**

All the cost together (with paychecks & without Maya) would be a total of **€78.191,70**

MILESTONES

Week	What we want to achieve	Roles needed
1	Create the basic shoot mechanic & start making assets (hunter)	Artist & developer
2	Create a win/lose condition & make more assets (animal)	Artist & developer
3	Make it playable on the phone & make more assets (Grass + trees)	Artist & developer
4	Make it playable in 360° & make more assets (background)	Artist & developer
5	Create a place to translate all the text (2 languages)	Developer
6	Make a place to save progress	Developer
7	Create UI for animal information	Developer
8	Create a donator screen where people can click on and get send to the website & make the UI art	Artist & developer
9	Create a logo for in the app store + description	Artist
10	Add music & sound	Audio designer
11	Add extra art	Artist
12	Add extra levels	Level designer