

World Wildlife Fund

Technical analysis

Laura van den Dikkenberg

Stop the hunter

Development point of view of the project:

Stop the hunter is a 2 dimensional 360° mobile game where you shoot the right amount of hunters down before the timer runs out to save the animal in that area. (areas like : jungle & dessert)

List of everything the client wants and possibilities and amount of time spend on everything:

What the client wants		Is it possible?		Solution (if not possible)		Time on making it
360° mobile game		Yes				About 2 weeks
A donator screen		Yes				About 1 week
Pretty art		Yes				5 weeks to make all the art needed (with 2 artists)
Information about endangered animals		Yes				1 day (just get information from WWF or other sources)

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What will be the Total cost?

Roles needed	Why?	How long needed	Cost per hour	Total cost
Audio design	Every good game has music in it	2 days	€45-, an hour	€720-,
Art (2)	We need to make it look pretty	5 weeks	€40-, an hour	€8.000-,
Development (2)	We need someone to make the game	12 weeks	€50-, an hour	€24.000-,
Play tester	We need some feedback from outside to make sure it's fun to play	4 days	€30-, an hour	€960-,
Project manager	We need someone to make plans and make sure everything goes as plan	12 weeks	€60-, an hour	€28.800-,
Marketing manager	We need to let people know that the game is available	6 weeks	€60-, an hour	€14.400-,
				Total : €76.880

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I also have some accommodations that the client will have to pay for.

(this does not include my paycheck)

Accommodation	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

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

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

All the cost together (with paychecks & with Maya) would be a total of **€77.837,57**

All the cost together (with paychecks & without Maya) would be a total of **€77.471,70**

We can save money by:

1. Making it a 2D game, for mobile this is easier to run anyways so it's overall a good choice.
(this will make Maya 2018 not needed, and less artists to hire)
2. Not hiring play testers, but just ask some friends to try and play it.
3. Not hiring an audio designer, we can find good music online and it will cost way less
4. Not hiring a project manager, but give the role to someone in the team
5. Getting interns for developer and art

Do I think this is a good idea or is this to risky? (if too risky what would I recommend)

I like the idea a lot, and I defiantly think it's possible. But if they use interns instead of hiring there could be a wait on them, but it does save lots of money.

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