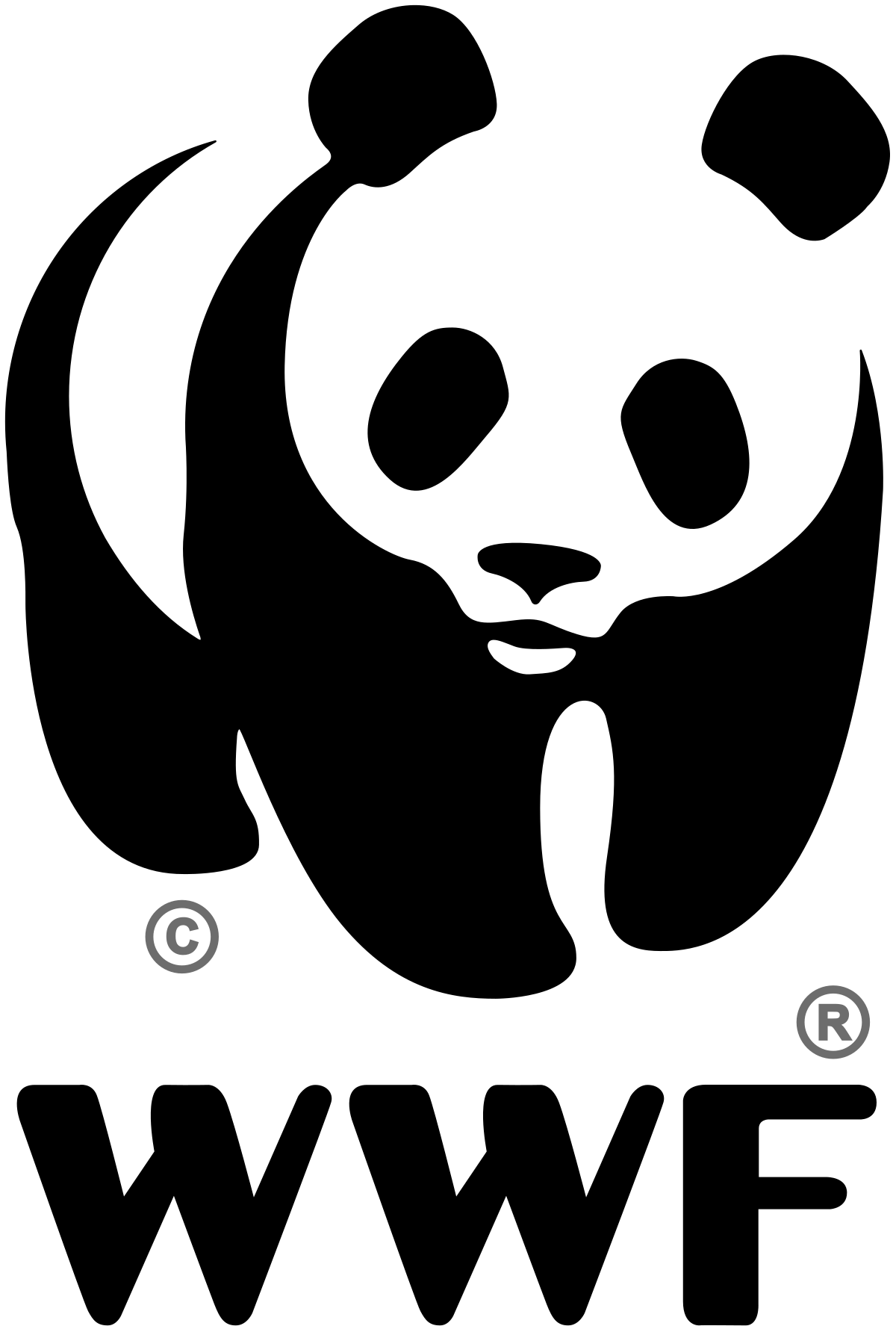
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**Introduction & clients situation**

**What is WWF?**

**What does the client want?**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Client request** |  | **My contribution** |  | **Pros** |  | **Cons** |  | **Solution** |
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| **Concepts** |  | **Social issue** |  | **Pros** |  | **Cons** |  | **Solution** |
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Concept explanation

**Boundaries**

**When will we start and when will it be done?**

I start right away with the project. We have a deadline each 2 weeks to show some progress of the game. This will also be the moment where the client can give notes on changes and things that they want to be added. The dates will be set at the end of the first meeting, if somehow one of the parties can’t make it they’ll need to let it know at least a 3 days in advance. ( When possible )

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

**Budget**

The client has no budget, so we can go free but we have to make sure it’s as cheap as possible but will still look amazing.

**What will be the cost?**

I will work 8 hours a day 5 days a week, I start at 8:30 am till 5:00 with half an hour break.

breaks will not be charged.

I work for €50-, an hour, so that will be a total of €375 a day.

I also have some accommodations that the client will have to pay for, this does not include my paycheck.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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** |

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**

**Source:** [**https://store.unity.com/**](https://store.unity.com/)**,**

[**https://www.autodesk.nl/products/maya/subscribe?plc=MAYA&term=1-YEAR&support=ADVANCED&quantity=1**](https://www.autodesk.nl/products/maya/subscribe?plc=MAYA&term=1-YEAR&support=ADVANCED&quantity=1)**,** [**https://www.adobe.com/nl/creativecloud/plans.html?single\_app=photoshop&promoid=KSPCO&mv=other**](https://www.adobe.com/nl/creativecloud/plans.html?single_app=photoshop&promoid=KSPCO&mv=other)