# Chosen concept

Bike dash - You’ll create your own bike in the customization screen, with it’s own engine, color etc. And then you’ll race against each other and use items to stop each other. It’s tournament style, so the 1st and 2nd place will move forward in the competition and in the last round the winner wins the bike that they created.

# Development point of view of the project:

It’s a 3D racer game with customizable bikes and usable items to slow down your oppononents.

## Client specifications + time managment

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **What the client wants** |  | **Is it possible?** |  | **Solution ( if not possible)** |  | **Time on making it** |
| Clear message (to sell the bikes) |  | Yes |  |  |  | A day (just to add it in the game) |
| Desktop |  | Yes |  |  |  | We’ll work from the beginning for desktop but will take all the time to finish |
| Not too cartoony art style |  | Yes |  |  |  | All the time we can get (to make it as pretty as possible) |

# Total cost

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Roles needed** |  | **Why?** |  | **How long needed** |  | **Cost per hour** |  | **Total cost** |
| Audio design |  | Every good game has music in it |  | 1 week |  | €45-, an hour |  | €1.800-, |
| *Art* (2) |  | We need to make it look pretty |  | 3 months |  | €40-, an hour |  | €7.680-, |
| *Development* (2) |  | We need someone to make the game |  | 3 months |  | €50-, an hour |  | €9.600-, |
| Play tester |  | We need some feedback from outside to make sure it’s fun to play |  | 3 days |  | €30-, an hour |  | €720-, |
| Project manager |  | We need someone to make plans and make sure everything goes as plan |  | 3 months |  | €60-, an hour |  | €5.760 |
|  |  |  |  |  |  |  |  | **Total : €25.561** |

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**

Team cost ( 2 artists & 2 Developers ) **€17.280**

All the cost together ( Team costs & with Maya ) would be a total of **€18.237,57**

All the cost together ( Team costs & without Maya ) would be a total of **€17.871,71**

# We can save money by:

1. Making it a 2D game, this will effect the target audience a lot since 2D games aren’t as hot as they used to be.
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 )

The idea is a good idea, and this is well in budget and can be made within the time span.