**Introduction & clients situation**

**What is WWF?**

WWF focuses its work around the[**magnificent diversity of life on this planet**](http://wwf.panda.org/what_we_do/endangered_species/), the[extraordinary places they live in](http://wwf.panda.org/what_we_do/where_we_work/)**.**  All the while trying to[**reduce humanity’s impact on this life and in these places**](http://wwf.panda.org/what_we_do/footprint/)**.**

**What does the client want?**

Maatschappelijk Problemen Oplossingsgericht Bureau (MPOB) wants to make a campagne in game form to talk to people about the social issues in the world. They want 3 options to pick from and make a game out of.

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| **Client request** |  | **My contribution** |  | **Pros** |  | **Cons** |  | **Solution** |
| Social issues |  | Endangered species, Climate change, CO2 usage, Hunting |  | Lots of big issues to pick from |  | Making this all into one game is impossible |  | Picking one issue and make the game out of that |
| Game option 1 |  | Trivia about animals |  | Easy to make |  | Can get boring fast |  | Go against real players and become the ultimate animal expert |
| Game option 2 |  | Plant trees in the forest and stop the builders from building there |  | You’ll see the effect building has on nature, and maybe be more careful with what you do in nature |  | Can get boring fast |  | By adding an extra element, like bringing animals to their home and also taking care of wounded animals ( during the building process ) it will feel like a different game every time |
| Game option 3 |  | send fishing boats away to save the fish from being overfished |  | Easy to make |  | Can feel repetitive |  | Make it a first person game where you control your own boat and move around the ocean, this way the player is more involved |

**Boundaries**

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

We start right away with the project. We have a deadline each month 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 week in advance. ( When possible )

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| **Month** |  | **What we want to achieve** |  | **Date of meeting with client** |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 |  |  |  |  |

**Budget**

The client had a budget of €?? to complete the game in the time from ??–??-?? till ?? -??-??

**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.

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| Accommodation |  | Usage |  | Cost |
| Unity pro |  | This is where I will make the game in |  | €125 /month  €1.500 / year |
| Maya 2018 |  | 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 |