# 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 |  | Artstyle |  | 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](https://www.facebook.com/profile.php?id=666985522&ref=br_rs) |

# 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** |

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

# 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 |