**Development point of view of the project:**

**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** |
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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 |  |  |  | €45-, an hour |  |  |
| Art |  | We need someone to draw the cards |  |  |  | €40-, an hour |  |  |
| Development |  | We need someone to make the game digital |  |  |  | €50-, an hour |  |  |
| Play tester |  | We need some feedback from outside to make sure its fun to play |  |  |  | €30-, an hour |  |  |
| Project manager |  | We need someone to make plans and make sure everything goes as plan |  |  |  | €60-, an hour |  |  |
| Marketing manager |  | We need to let people know that the game is available |  |  |  | €60-, an hour |  |  |

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 |  | 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 |

**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 )

1. Not hiring play testers, but just ask some friends to try and play it.
2. Not hiring an audio designer, we can find good music online and it will cost way less
3. Not hiring a project manager, but give the role to someone in the team

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