- Requirements and Analyses: Project Proposal -

Der Hater das Spiel zum Film

Version: 1.0

Project name	Der Hater das Spiel zum Film
Project leader	Julian Fellinger
Responsible	Julian Fellinger
Created on	18.10.2019
Last changed	10.11.2019

Further Product Information

Participating	Kevin Chung, Alexander Haiden, Julian Fellinger

Change Listing

Change			Changed Chapters	Description of changes	Author	State
No	Date	Version				
1		1.0	all	Initial product creation	Chung	In process
2	08.11.19	1.1	n/a	Update after Feedback	J. Fell	Pending review

Test Listing

The following table shows an overview of all tests – both self-tests as well as tests by independed quality assurance – for the present document.

Date	Tested Version	Notes	Inspector	New Product Status
n/a	n/a	n/a	n/a	n/a

CONTENT

1   INTRODUCTION

Necessity of project:

About 1 (one) year ago the movie "The Hater" was released, which was quite popular amongst the Horror community. A game adaption of the movie like described in this propsal would be a great way to capitalize on the existing fandom before the community moves on.

https://mega.nz/#!KN9wyS5I!W4q_t2q4gYI0ivjpivB00RWOtNSQiiP4WmWerckVLQo

Feasibility of project:

The project would start out as a relatively simple mutliplayer game. This has already been done dozens of times, so no resources are spent on reinventing the wheel. Assets like models, textures, music etc. like that need to be done (or bought), but that is a straightforward process.

Affordability of project:

The owners of the "Hater" trademark would allow us to use it in our game for a yearly payment of around 420€. The whole project is estimated to take around 100 man-hours to complete, at an average salary of around 802.11€ per employee working on the project.

Market and economic effect of project:

We would incorperate the trademark of the "Hater" move which would mean that we dont have to spend a lot of resources on marketing. Multiplayer games are nothing new and we could base it on existing codebases (less time spend developing our own network stack, renderer etc.).

2 INITIAL SITUATION

Our team has sufficient experience in the following subjects:

- Programming (C#, C, Java)
- Audio-Management

What shall be our abilities?

- Programming
- Audio
- Networking
- Ability to make a fancy User Interface (GUI)
- 3D Modelling

What is the gap?

Our team does not have much experience in Networking, GUI programming and 3D modelling. The former two however should two be handled in large parts by the engine, so there is only need for basic knowledge on the subjects, which can be found for free on the internet (Youtube).

What are we currently missing to get the desirable abilities?

Courses, Books or something similar on 3D modelling.

3 GENERAL CONDITIONS AND CONSTRAINTS

Framework condition:

- **What is our budget situation?**

  We have about 3 Hours per week @ 30 weeks. If necessary the project could be worked on outside of that, but we dont intend to do so.

- **What is our know-how?**

  We have 2 years of experience in C# programming and a some knowledge of C and Java programming language. We are also lucky to have someone in the Audio Management branch who has experience in audio stuff like working with Pure Data, professional DAWs and basic DSP knowledge. He wrote a custom firmware for a Mutable Instruments Braids" a while back.

- **With whom can we cooperate?**

  Since our little project is school based we will probably ask some friends to do some voice lines for the project. If you are asking if they are getting any credit for it, we will probably mention them somewhere. Well, it doesn't matter much since they are stars from the movie itself and many fans will recognize them.

- **Which commitments do we have in terms of deadlines?**

  The project needs to be in a somewhat presentable state till the end of the schoolyear.

Technical condition:

- **Which development environment and platform is available?**

  There is currently a lot of options available for a development environment. We will use the free Godot Engine for basic funcionality and create our assets in Blender (also free). No money will have to be spent on tools.

- **Which IT infrastructure is available**

  We have 3 relatively modern laptops, i5 8265U (or similar) with Intlel UHD Graphics, all with 8GB DDR4. For hosting a dedicated server one of our workers has a Raspberry Pi running some Debian variant standing in his basement. We should not require any more processing power than that. If we do, we have done something wrong.

  On the software side, we use exclusively software that can be obtained at no additional cost. (Blender, Godot, Gimp, Inkscape, Sonar/Cakewalk (proprietary))

- **Which standards and regulations have to be considered?**

  None.

4   PROJECT OBJECTIVES AND SYSTEM CONCEPTS

Project objectives and system concepts:
- **Concept or vision of a new system**

    The game would be a horror game most likely based on already existing games like "Slenderman" and "Dead by Daylight".

    The game is set in one of different Maps, for example a dark forest at night. The player(s) has to collect multiple items (pages) before the Hater (another player) can kill him. The player can choose to try to run away, hide in hiding spots or collect all pages as fast as possible to win. He can enable a UV light to temporarily blind The Hater.

    The Hater has heatvision at close distance. However staying in close range to the player is not recommended, because the player might blind him temporarily and get away in the meantime.

    The game ends as soon as either all pages are collected or The Hater has killed all players.

5   OPPORTUNITIES AND RISKS

Opportunities and risks:

- **Market analysis**

  o **Potential customers:**
  Our potential customers will be primarily fans of the horror genre, particularly those who watched and were fans of "The Hater"

  o **Chances of profit:**
  Our estimated profit will be about 42 cents in the first quarter.

  o **Risks and fails:**
  The only risk is that the game is not well received. This will not be devastating however, since the total cost of the project is so low to begin with. Therefore even in the unlikely case the game sells zero units, the money lost developing the product will not be significant.

6 PLANNING

- **Milestones:**
    - o Basic 3D rendering
    - o Lighting
    - o Audio
    - o UI
    - o Settings
    - o Textures
    - o Multiplayer implementation

- **Team roles:**
    - o **Project Leader:** Julian Fellinger
    - o **Audio Management** Julian Fellinger
    - o **Lead Pro-programmer:** Kevin Chung
    - o **Secondary programmer:** Alexander Haiden
    - o **Sanitary Engineer:** Alexander Haiden

6 PLANNING