GAME DEVELOPMENT PROPOSAL

FOR

PRIMARY SCHOOL STUDENTS

Submitted on 5/13/2021 by

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Dear Sir,

Thank you for your interest in working with us, and for taking the time to review this game development proposal. We’ve taken the time to create an estimated development timeline and cost structure for your review, which you’ll find below. Please note that all project timelines and costs are simply our best estimates based on your stated needs.

We pride ourselves on delivering quality work on time and on budget. We develop our games using the Unity 3D game engine, which means they work flawlessly on computers, tablets, and smartphones. This also means we can package games built for the web as mobile apps to create additional revenue streams for our clients and vice versa!

Thanks for the opportunity to earn your business! We look forward to supporting your vision with our game development services.

Please let me know if you have any questions. We look forward to working with you!

SOLUTIONS, SCOPE OF WORK AND DELIVERABLES

The primary purpose of this game development projects is to create 3 mobile games for primary school students aimed at entertaining as well as educating the pupils.

1. **Preliminary Research and Discovery Phase** 
   1. Gathering all the final specifications of the project
   2. Determining gameplays, gameflows and creation of game design documents for each game
   3. Determining the full and final in-depth scope of the project
2. **General Features of Each Game:**
3. Addition of Cinfores questions in the gameplay
4. Leaderboard system
5. Ability to choose class and question category
6. Display of local content features and objects
7. Dynamic did you know feature during loading screens
8. **Games to be developed**
   1. Matching Game
      * A pair matching game, along with a timer, levels, varying bonuses, and some nice audio-visual feedback. Game has two modes, image matching mode and words/opposites mode. Perfect for a fun learning experience. Basically it displays images of common items, like fish, canoe, secretariat building, carrot etc and displays options of names. The player gets to match each image with the name. The words and opposites mode displays words and the user choose the opposite
   2. Color Swipe
      * It is a one touch arcade game. User swipes to move the centered shape to shape with the same color. Don't touch any shapes with different color, swipe as fast as possible, collect bonus, avoid "bad bonus", and try to stay alive as long as possible. User answers questions to decrease swipe speed and to resume game when they fail.
   3. Tennis Mobile 15
      * Tennis Mobile is a complete mobile tennis game template. The game consists of tournaments with a cup at the end of each tournament. Each tournament consists of 3 games, and in case the players loses, the tournament starts over. The match ends when either the player or the opponent scores 3 points.
   4. Crashy Racing
      * Crashy Racing is a simple yet exciting game suitable for everyone. Swipe left or right to change lane and avoid those slo-mo cars. Swipe up to accelerate: how fast can you reach?
   5. Chain match
      * Beginner friendly hexagonal chain match game
   6. Rocket Run
      * Rocket Run is an addictive and challenging arcade game template that will test your flying skills and abilities. Fly by dragging your rocket through the infinite space and try to avoid asteroids and planets. Don't forget to collect stars on the way to get new exciting rockets.
   7. Car Chase
      * Endless Car Chase is a fast paced game in which you must collect cash and avoid the police!
   8. Happy Stack
      * Happy Stack is a fun, casual mobile game. Players need to stack shapes without them falling over. After all the shapes are stacked, a short timer starts to make sure the stacked structure is stable. If one of the pieces falls down the game is over and players can retry the level.
   9. Brainfriend Tower Defense
      * Aim and shoot to keep the enemies away from your castle. Lots of enemies will try to destroy your castle and they attack from everywhere!
   10. Car Racing
       * It includes a smart AI system to race against, car/motorbike physics and a complete racing system with 7 different race types - Circuit, Lap Knockout, Time Trial, Speed Trap, Checkpoint, Elimination & Drift.
   11. Break It
       * Break It is a fast paced, casual mobile game. The unique, one tap (and hold) gameplay makes for a simple yet fun experience. The goal is to get your jumping cube character to the bottom of the level, by breaking through orange gates. Players can try their best to move quickly and earn the rocket powerup, which will boost through the platforms automatically. Players lose when the cube doesn’t jump high enough before trying to break through a gate, or when the character hits a white platform
   12. Pet Chase
       * Pet Chase is a colourful endless runner game with a unique twist. Instead of controlling the animals, players place down bridges, cars, train tracks and viaducts to prevent the pets from getting hurt. The game is quite relaxed compared to other runner games, as it allows players to take as much time as they need to place down the correct item.
9. **Quality Assurance and Launch:**
   1. Extensive testing to ensure the games are 100% bug free and is fully compatible
   2. Fine tuning the final details of the design and features
   3. Appstore configuration and release

**FEES**

Below is the list of fees for the **Game software projects**:

* Strategic Planning & Project Management …………………………………………… NILL
* Matching Game …………………..……………………………………............................ N180,000
* Tennis Game …………………..…………………………………….................................. N220,000
* Color Swipe…………………..……………………………………...................................... N150,000
* Tennis Mobile ……………..……………………………………...................................... N220,000
* Crashy Racing ……………..……………………………………...................................... N170,000
* Chain match ………………..……………………………………...................................... N120,000
* Rocket Run …………………..……………………………………...................................... N270,000
* Car Chase..…………………..……………………………………...................................... N180,000
* Happy Stack ………………..……………………………………...................................... N120,000
* Brainfriend Tower Defense ………………………………...................................... N270,000
* Car Racing…………………..……………………………………...................................... N350,000
* Break It …………………..……………………………………...................................... N150,000
* Pet Chase…………………..……………………………………...................................... N180,000
* Quality Assurance and Publish …………………………………………………………….. NILL

N2, 580, 000

**Total Cost:**

Amount in Words: **Two million, five hundred and eighty thousand naira, only.**

**Turnaround time:**

We estimate that the 12 games can be completed within 25 working days, excluding weekends (5 weeks).

**Payment plan:**

A first deposit of 60% of the agreed compensation sum will be required upon signature of a contract. And the remaining 40% will be paid upon completion prior to launch.

NEXT STEPS

We believe our experience, vision and personal interests lend themselves to accomplishing your business objectives and goals. If you have any questions, please feel free to call me anytime on +234 8030910338 or Skype me at **degee147**.

Thank you so much for your opportunity! We appreciate your business and we’re looking forward to working with you.

Best regards,

Ken Waribo

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