

Request For Production

Name of your company:

Brooklyn Fusion Academy

Principals leading this project (your names):

Nchima, Yangying

What does your company do?

A public high school which provides education service to teenagers 13-18 years old.

The driving vision / mission of your company:

Provide quality engaging education for students to apply to a 4-year university.

Why do you want to make a game?

We are trying to find alternative ways for students to engage in social studies. Our social studies class has a record low percentage of enrollments compared to other subjects, and additionally has the worst grades.

Who is your intended audience?

1. Teenagers who already enrolled in the social studies class but with a bad grade.
2. Teenagers who show interest in social studies but want to know more before enrollment.

What do you want your audience to get out of playing the game?

Increase interest in social studies and pay more time in their social studies work.

(A student should be able to score a minimum of 60% on this test

<https://ged.com/practice-test/en/social-studies/>)

Does the game have to earn revenue or be profitable?

No, it's free to play, our fund is from the government.

What other information is important to know about why this project is happening?

Device: IOS and Google Play

The game should be family friendly, Rated E, ESRB rating.

Reference software: Duolingo.

What is the approximate production scale?

- *time to develop: 3.5-4 months*
- *team size: 6 people*
- *budget: \$300000*

PRODUCTION SCALE:

Micro:	1-2 devs	4 weeks	\$20,000
Small:	2-5 devs	3 months	\$50,000 - \$125,000
Medium	4-10 devs	6 months	\$250,000 - \$500,000
Large	6-20 devs	1 year	\$500,000 - \$2 million
Extra-large:	10-50 devs	18 months	\$1 million - \$10 million
AA:	30-100 devs	2 years	\$5 million - \$25 million
AAA:	100+ devs	3+ years	\$50 million+

To determine the size of your game:

Start at Small and add 1 “level” for any of the following anticipated elements:

- rich animated graphics or 3D graphics of any kind
- experimental gameplay or new kind of player experience
- multiplayer gameplay
- specialized hardware
- narrative or episodic content
- social/community features
- multiple platforms
- specialized context (performance, event, classroom, etc)
- integrated spectatorship
- revenue model beyond free or 1-time purchase
- other complicated factor not listed here

Bump down to Micro only if your game has none of the above and also is particularly tiny in scope and ambition.