**Team Dallas Games**

**[Image Here]**

**Fall of Humanity**

**Version 1.0**

***Scope***

The scope of this project is to begin the first project of my gaming career. The goal as myself being the customer is to build a game I define as being fun to play. By building a game that I would myself want to play I feel certain that so many others too. The the feedback gleamed from this game to apply toward my future projects. Also to continue improve the existing project.

***Resources***

At the time of writing this document I realize that this will most likely be solo project. I acknowledge that I will need to find a 3D graphic artist, Concept artist, Graphic artist to help me visual my own personal style into the game. The goal here is not to use off the shelf model to make this game. I also acknowledge that I may need the occasion to hire people to take on tasks I may not have time to complete. These tasks will be kept to minimum to help reduce costs. Do the cost savings I am looking at a project date of four years to put the game out. The costs I cannot at escape at this time are the artist mentioned above.

***Time***

The amount of time budgeted to the game is four years. During this time I might be able to reduce time by bringing on a partner. I will leave this open for future endeavors.

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| --- | --- | --- | --- |
| Time Line | | | |
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***Procedures***

***Environment***

All work will be performed remotely. Presentations can be done over the internet via one of the many meeting hosting software out there. These types of details can be confirmed prior to any meetings.

***Change requests***

All requests for changes will go through a formal review of the owner of the concepts and materials related to this project. All changes must be determined if they are in scope or an addition or outside of the scope of this project.

***Communications***

All communications will be handled according to company policy. These polices will be set prior to starting the project. The approved software should be installed on your computer and ready for us by close of business of your first day of work.

***Commitment***

This company is based on a foundation of providing fun and enjoyable games. Being the company was formed by a gamer who actively plays the goals are build games we ourselves would play. Not all play styles are accommodating to everyone. Stay committed to the goals of the project and the spirit of the project.

***Expectations***

A high level of professionalism is expect from all employees who work on this project. Your status as a contractor or actually matter not. This is included in all matters that are public facing and all materials that are determined to be part of the IP. Don't be that guy / gal.

***Risk***

With every project there are certain levels of risk. These type of risks can be described as the following:

* Data theft
* Secure breaches
* Production delays
* Stolen IP
* Competitors
* Bugs
* Time to release

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| **Projected Costs** | | | | | | |
|  |  |  |  |  |  |  |
| **Category** | **Items** | **Cost** | **Quantity** | **Duration** | **Monthly** | **Annually** |
| Game Art |  |  |  |  |  |  |
|  | Concept Artist | $20 | 1x | 30 D | $3,340 | $40,000 |
|  | 3D Modeler | $30 | 1x | 180 D | $5,010 | $15,030 |
| Programmer |  |  |  |  |  |  |
|  | Unreal / C++ | $30 | 2x | 2 Y | $10,020 | $120,240 |
| Hardware |  |  |  |  |  |  |
|  | AWS Server | $100.00 | 1x | 1 Y | $100 | $1,200 |
|  | Mac Pro | $3,500 | 1x |  |  | $3,500 |
|  | ATX Tower | $3,000 | 1x |  |  | $3,000 |
| Software |  |  |  |  |  |  |
|  | Unreal | Free | 1x | 2 Y |  |  |
|  | Photoshop | $40 | 2x | 2 Y | $80 | $1,920 |
|  | V.S. 2015 | $500 | 10x | 2 Y |  | $1,000 |
|  | vBulletin | $250 | 1x | 5 Y | $21 | $1,250 |
| Kick Starter |  |  |  |  |  |  |
|  | Rewards | $60,000 | 1x | 2 Y |  | $60,000 |
| Marketing |  |  |  |  |  |  |
|  | Ads | $100,000 | 1x | 1 Y |  | $100,000 |
|  | Web Site | $100 | 1x | 5 Y | $8.5 | $500 |
|  | Certificate | $80 | 1x | 5 Y | $7 | $400 |
| Contracting |  |  |  |  |  |  |
|  | Temps | $30 | 2x | 2 Y | $10,020 | $120,240 |
|  |  |  |  |  |  |  |
| Monthly total |  |  |  |  | $28,607 |  |
| Yearly total |  |  |  |  |  |  |
| Grand total |  |  |  |  |  | $468,280 |

**\*\*Legend** D = Days M = Months Y = Years

Microsoft action pack partnership – [Action Pack (Microsoft Partnership)](https://mspartner.microsoft.com/en/us/pages/membership/action-pack-subscribe.aspx)

Mac Pro – [Mac Pro](http://store.apple.com/us/buy-mac/mac-pro)

vBulletin – [vBulletin](http://www.vbulletin.com/en/purchases)