The Watcher's Game **Project Plan Document**
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      The Watcher's Game will be funded through crowd-funding with Kickstarter similar to other indie rogue-like games. Looking at other games, most games of the same size have from a $30k to $50k start goal and reach around double or triple the amount in stretch goals.

      Currently, the game will be funded, or the game will be considered a success, if it reaches $40k in funding, following similar successful campaigns like Wizard of Legend and Moonlighter. Stretch goals may go up to $100k. The game will also cost $20 dollars on full release, similar to other indie games in the market.

      In terms of budget, the things that will need to be paid for each year working on the project are, $45k per team member (2-3) as annual salary, $2,040 Pro subscription to Unity, as well as one-time payments of commissions for music (around 1hr 30min of music which may vary from $9k to $45k, average $27k) and a $100 Steam product submission fee. Since development is predicted to take 18 months, the budget totals to around $168k to $238.5k depending on team size. Assuming that the Kickstarter is funded, in order to make profit, 6,400 to 9,925 copies will need to be sold.

Timeline

July 2023 (1 month)
By the end of the month, game concept is refined, and Kickstarter stretch goals are established. In this time, I will also be looking for additional members for my team, such as coders and artists. The whole team, including me, should be 2-3 members.

August 2023 – September 2023 (2 months)
The team will begin building basic prototypes, not focusing on the art yet. We will be using Unity for this project. By the end of the month, we should have solidified our core gameplay loop.

October 2023 – February 2024 (5 months)
This is where the team will start focusing more on the wider structure of the game, such as its progression and story elements as well as art. During this time, we will be building a community around our game, releasing development footage on platforms like Twitter and Instagram, as well as opening up a Discord server for the community to gather. At the end of this period, the team should have a playable demo and will be officially announced on Kickstarter.

March 2024 – May 2024 (3 months)
If funded, for the next 4 months, the team will work on the first of three 'Layers' for the game. This first section of the game should be fully playable by the end of this period, meaning all the mechanics and visuals should be there. We will most likely be using placeholder sound and music for the time being. Through the rest of the project, we will still be maintaining our community with updates and posts through our social platforms.

June 2024 – August 2024 (3 months)
Similar to the previous period, at the end of this period, the team should be done with the second Layer of the game.

September 2024 – December 2024 (4 months)
Here the team will be working on the third Layer of the game. This is the final section of the base game, and the game will be released at the end of this period. The game will start to be open for Early Access to certain Kickstarter pledgers during this period, hopefully 3-2 months before final release. These Early Access play testers will help us find bugs and provide feedback for release.

Post-Release
Depending on how far the Kickstarter funding reached, we will spend up to a year working on post-release DLC for the game.

Total Development Duration: 18 months + Post-Release Content