Executive Summary

Horror Light is a 3D "horror" game in which you play a character locked in a labyrinth. There are monster in and you have to find the exit before dying. You have no weapon, only a torchlight and sometimes some bonuses you can pick up.

Production Timeline

What does your timeline look like?

Task Name	Assignment	Start Date	End Date
Development	Developer	10/2016	05/2017
- Labyrinth		10/2016	10/2016
- Controller		11/2016	02/2017
- AI		12/2016	03/2017
- Game modes		12/2016	02/2017
- Bonuses		02/2017	04/2017
- Online features		03/2017	05/2017
- Patch adder		03/2017	05/2017
Sound	Sound designer	12/2016	03/2017
- Music		12/2016	02/2017
- SFX		02/2017	03/2017
Art	Art designer	02/2017	05/2017
- Walls		02/2017	02/2017
- Characters		03/2017	04/2017
Bonuses		04/2017	05/2017
Test	Tester	04/2017	07/2017
- Offline		04/2017	06/2017
- Online		05/2017	07/2017
Advertise	Publisher	07/2017	10/2017
- Leaflet		07/2017	09/2017
- Online recommendations		08/2017	10/2017

Budget

Give as many details as you can about where you are expecting to spend your money.

Expense Name	Category	Cost	Units	Total
Team Members	Remuneration	0€ (friends)	2	0€
Testers	Remuneration	0€ (volunteers)	100	0€
Leaflet	Advertise	0.25€	200	50€
Online recommendations	Advertise	0.50€	200	100€

Key Personnel
Who do you need involved in a project like this to see it all the way through?

Team Member	Role
Nicolas VENTER	Developer
Nicolas VENTER	Sound Designer
Colin ARROS	Art Designer
La Fabrik'	Publisher