## 4.7 Resources

The most important resource required for the project, is a team of 4 members. Everyone must be experienced in Java and the architecture around it. Each one of us brings at least 1 year of experience in Java to the table, which is a good foundation to build upon. 2 party members have worked on games in Java before and are experienced enough to support the other members if necessary.

Dependent on the graphical user interface and its complexity, we might need some external know how or at least enough time to work ourselves into the subject.

Based on our experience and the time provided by the PSIT3 teachers. Our estimate would be that we need about 100-120 h per person to get this project done (guess based on “Information-Blatt Modul PSIT3”)

## 4.8 Risks

The video game business is highly competitive and hard-fought. A considerable risk is that our game could go under the radar and be missed by the audience, which would cause sales to plummet.

Developing games is not easy. A small logical mistake could cause a lot of bugs or unpredictable behaviors. Fixing a multilayered problem with a lot of dependencies, can quickly escalate and break the budget in terms of time and money.

A visually not appealing graphical user interface, most certainly can scare off costumers. We need to make sure that our product appeals to a broad audience.

## 4.10 Economics

We work for 120 hours each, which cumulates to a 480 hours project. Our goal is to pay ourselves about 40 francs per working hour. Together with the marketing campaign and a reasonable time buffer for testing and unexpected bug issues or changes, the project will cost about 35’000 franks.

The game will be sold on Steam (biggest online video game store) for 10 franks. Which means that at least 3500 copies need to be sold to break even. Steam has a multi-million audience and is a great platform to sell games on. We estimate to break even after about 4 months.

The first year will probably be the most successful, because the typical gamer craves for innovation and new experiences. A 50% decrease in sales per year, is a realistic vantage point. After 5 years, the estimated income will be around 220’000 francs, minus the first investment