

Detailed Proposal Of Comic Game



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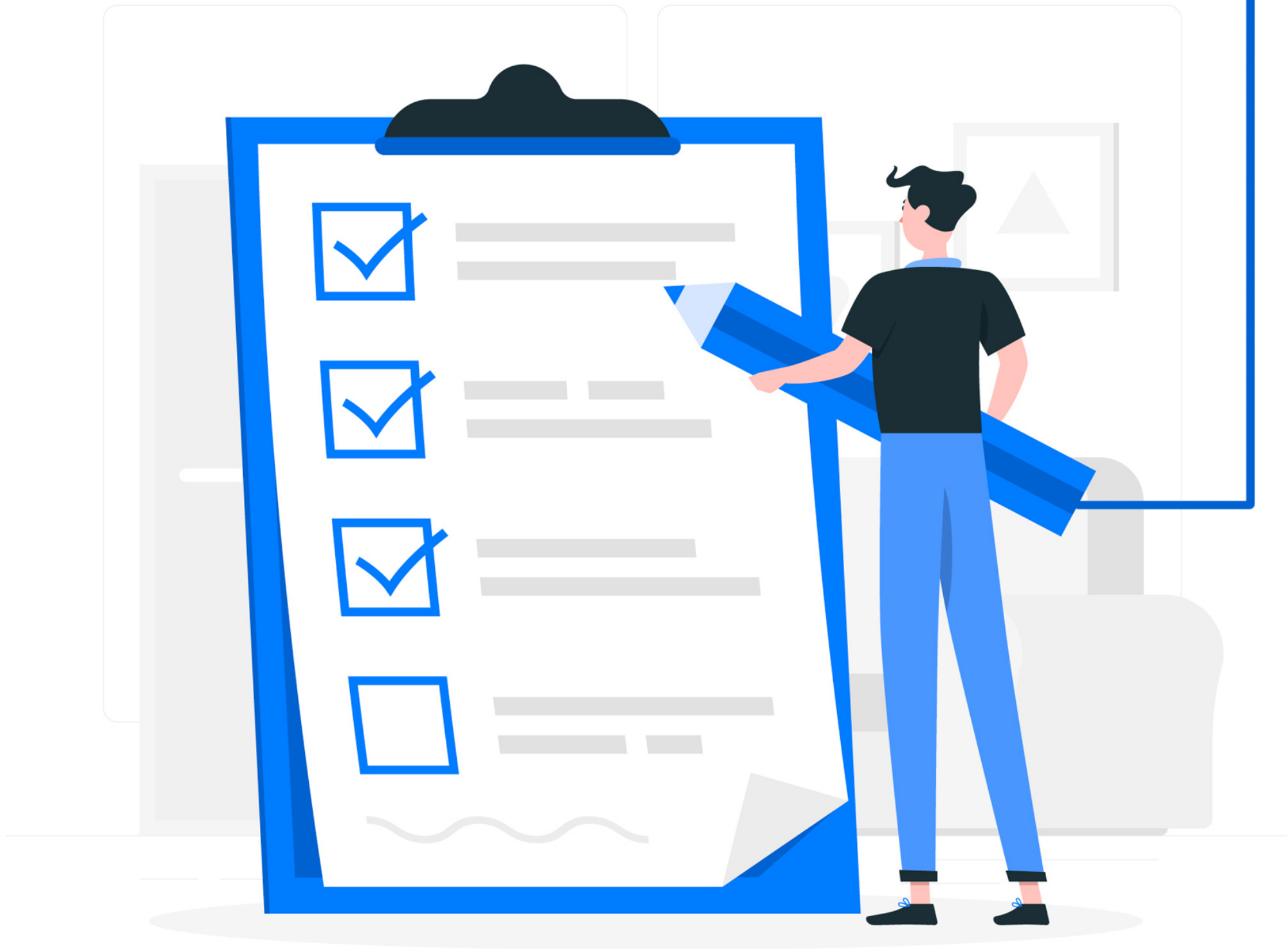
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1. Executive Summary

WebMobril Gaming Studioz is subsidiary company of WebMobril Group of companies with the Headquarter at Noida and Development centers across PAN India which includes Bangalore, Chandigarh, and Indore with a team of 400+ in-house professionals. We are a leading Game App Development, Mobile, App development, and Cyber Security Services, Website Development and Digital Marketing service Provider Company.

2. Few Advantages of using WebMobril

- Quick Response Time
- Specialized team - Certified Professionals
- Proven Track Record
- Verifiable References
- SLA Based agreements
- Specialized and focused service area
- Agile Methodology
- ISO Based Processes

3. Project Overview

The proposed project comprises the design and development of Comic App below are overall summary and the crux of the project.

• Business Need

The comic reading application aims to meet the growing demand for a convenient and user-friendly platform that provides a diverse and extensive collection of comics. By offering easy sign-up options, a comprehensive library, flexible subscription models, and customizable reading features, the business caters to both casual readers and avid comic enthusiasts, enhancing their overall comic consumption experience.

• Project Scope and Deliverable Components

This project scope comprises the design of the following components to deliver:

Design & Development of Comic Application



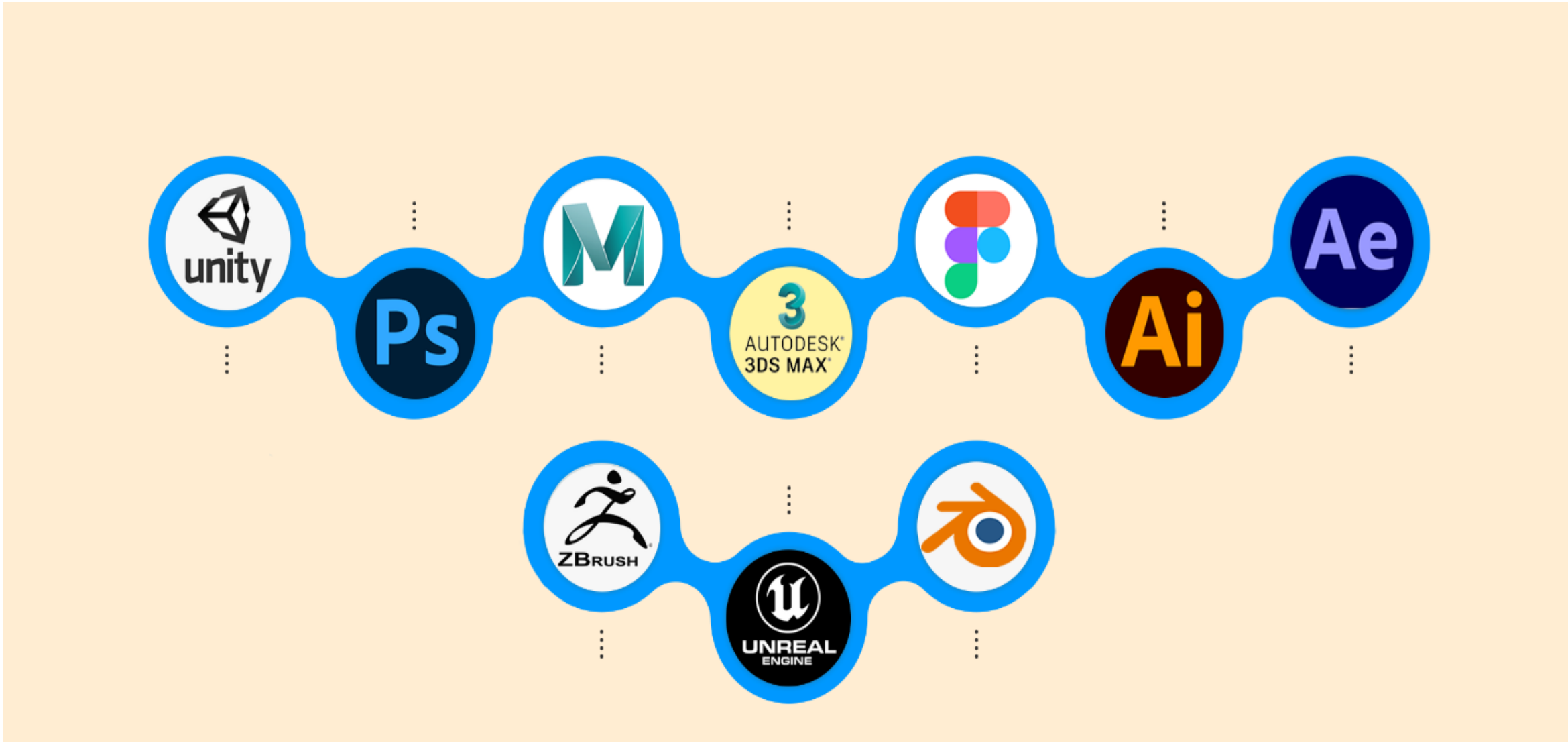
4. Project Estimation

Proposed quote is 14000 USD and total efforts estimate would be 70 Working Days/ 14 Weeks. On your approval and confirmation, we will be working on project delivery schedule on the Basis of our resources allocation plan.






- ** 4.5% of PayPal fee will applicable in case of payment via PayPal.
- ** No Additional payment processing fee will be applicable if payment is processed through Bank Transfer **

The cost is estimated on the basis of high level requirements however there may be a variation of + - 10% based on the final requirements freeze. This quote is valid for 4 weeks from the proposal date.

5. Technologies



6. Commercials and Payment Terms

				
Initial Deposit Prior to kick off the Project	On Design	Implementation of Basic Gameplay	Final Delivery Project Completion	Total Quote
USD: 3500	USD: 3500	USD: 3500	USD: 3500	USD: 14000

7. Major Screens

- Login screen
- Signup Screen
- Menu screen
- Setting Screen
- Comic Book Pages
- 2D Animations
- Private Game Screen
- Invite friends screen

8. Major Features

- Comic book app
- 1 player can play
- A dashboard that shows the available books concepts
- Comic Book Screens
- Comic Library
- Reading Experience Enhancement
- In-App Purchase
- User management
- History option
- Sound integration
- Rejoin system
- Good graphics and animation in game
- Notifications from backend
- FAQ options
- App share option
- User's Profile
- Game Settings



9. Game-Play

New users can easily sign up for an account on the comic reading application by providing basic information such as their email address, username, and password. To enhance user convenience, an optional sign-up method using existing social media accounts like Google or Facebook is also available.

Registered users can log in securely using their email address and password.

Alternatively, those who registered using their social media credentials can use those methods for a quick and hassle-free login experience.

The application boasts a user-friendly interface designed for seamless browsing and reading of comics. It features a comprehensive collection with robust filtering and sorting options. Users can opt for a monthly subscription for complete access to the entire comic library, with a separate pricing strategy for the KIDS collection. For those who prefer individual titles, an on-demand billing system is in place. The comic library is a treasure trove, spanning various genres, authors, and publishers. Users benefit from user-friendly search and categorization capabilities, including filters for genre, author, series, and more. A bookmarking feature enables the saving of favorite comics or marking progress within a series.

10. Highlights

- Logo will be provided.
- Project Start: Project would start within one week of awarding
- Staging server provided for interim and fast paced delivery
- Source code protected under NDA & IPR and is owned by Daniel Vardi
- Project Collaboration and Management tools available for tracking
- Any third party tool, module or component would be paid and owned by the Daniel Vardi.

11. Requirements from Client

- Making choices where the choice impacts the timeline and cost towards an alternative which reduces timelines and costs, balances out on timeline and features.
- Giving sign-off on designs shared. Ensuring feedback on UI and UX concepts within 2 business days. Any delay will increase the timeline by that many days.
- Ensuring testing of the system development release testing by their Customers starting 15 working days before the system release date. Ensuring they have appropriate devices to test the application at least 7 days before the delivery date.
- Feedback on system flow within 2 business days of receiving the web and mobile system flow.
- Buying servers and account details and providing WebMobril Gaming Studioz with the credentials.

Note:

- All the third party API's/SDKs that are required in development would be provided by the client.
- We will provide 1 month of free post deployment maintenance support.



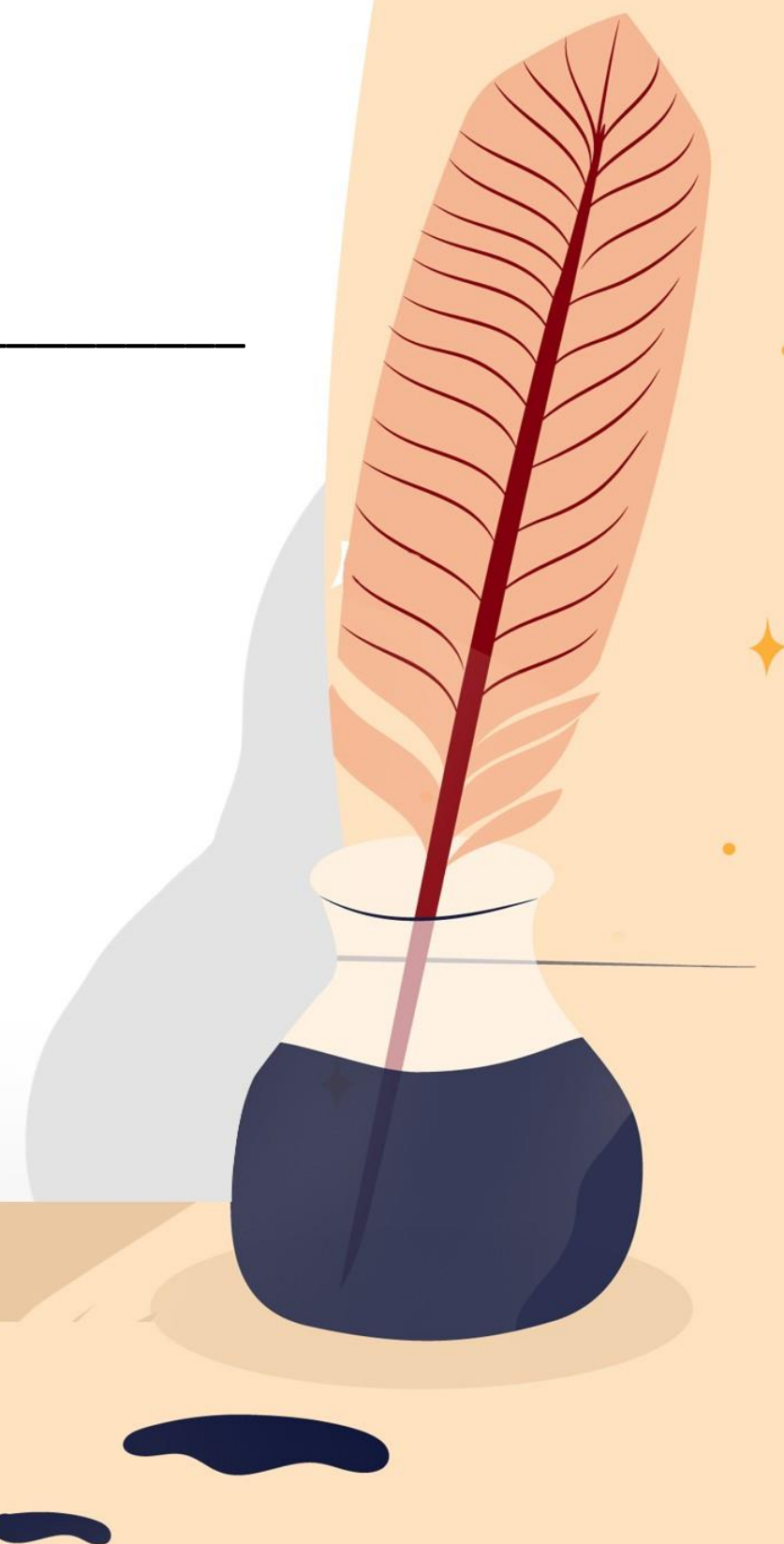
IN WITNESS WHEREOF, both parties here have to agree the finalized scope for this project as of the date.

For: Daniel Vardi

Signature:

**For: WebMobril Gaming
Studioz**

Signature:





12. Project Management

Business Analysis	Project Management / Software Development	Business Development/Sales	Accounting
1. Project Identify/ Analysis 2. Develop one Page proposal Overview 3. Create project Management Overview 4. Client assigned To business manager GBM <i>GBM: Global Business</i>	1. Project Evaluation By technical teams 2. Introduction call 1 On 1 interaction With Daniel 3. System appropriate Services Determined 4. Requirements / System application Architecting 5. Project needs Analysis 6. Detailed proposal Development 7. Cost and Time effort Estimation	1. Introduction call 2. Deliverables Discussed with Daniel 3. Milestones Discussed 4. Project success Discussed 5. Future growth Alignment 6. Detailed proposal Provided 7. Payment Instructions	1. Proof of concept Provided to Daniel 2. Patient system Approval of POC 3. Invoice Submitted to Daniel 4. Payment Received 5. Payment Confirmation Sent to Client 6. Account Forwarded to PM <i>POC: Proof of Concept</i>

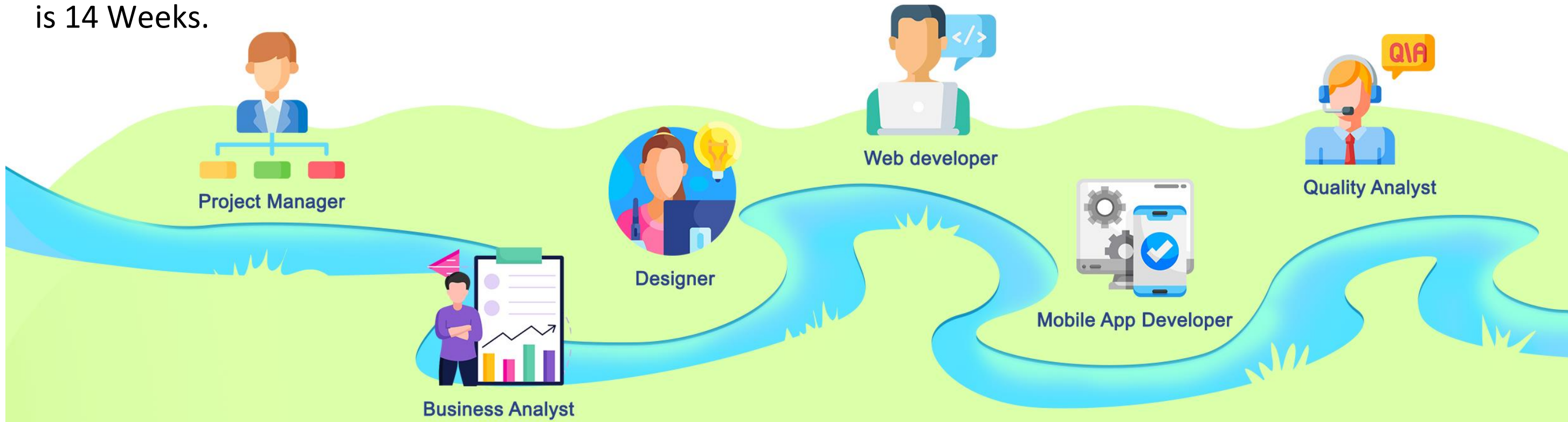


After Project is awarded

Phase 1	Phase 2	Phase 3	Phase 4
5. Project manager assigned 6. Project initiation/ introduction call 7. Online project profile created 8. Weekly project meetings scheduled 9. Reporting formats explained to client	8. Design, Development / technical teams Assigned 9. Project start 10. Daniel feedback on Weekly 11. Weekly project Feedback session- 30 Min 12. Reports available on-Line 13. Online Client access Of PM system Application	8. Testing / Quality Assurance 9. Live server Testing 10. Final bugs Issues Fixed 11. Campaign Completed	7. Periodic project Maintenance 8. Data backups 9. Web site – System Application Upgrades 10. Online Marketing ** Optional

13. Proposed Team of Project

The proposed timeline to achieve the deliverables in a time span of 70 business days comprising 8 hrs/ Week is 14 Weeks.



14. Work Model

- The resources shall work from WebMobril Gaming Studioz place of business Indore, India.
- For requirement gathering a Project Manager Shall coordinate with the Client point of contact.
- Weekly meetings shall be set up for status meetings between Daniel Vardi And WebMobril Gaming Studioz Point of Contact (Project Manager).
- Project Manager & Designer Shall be the point of contact for any technical issues related to the project.

15. Project Methodology & Timelines

- Project shall be executed on Agile Methodology, which promotes adaptive planning, evolutionary development and delivery, a time-boxed iterative system approach, and encourages rapid and flexible response to change.
- As we gather a better understanding of the project, a project plan shall be created with tentative timelines mentioned



16. Terms and Conditions

- Invoice shall be raised on each milestone, to be defined at the time of creation of Project Plan.
- In case the need to make the resource(s) available onsite for study/delivery or any other purpose the cost shall be borne by Client (a separate scope of work is provided by WebMobril Gaming Studioz as the need arises).
- This proposal will be only valid once we receive a signed copy of the same from the Client's end along.
- Deliverables listed in the proposal above will be referred to during the development of the project. Any new features, additional modules, major changes in work flow or any other element which is out of scope as per the above will attract a fresh ETA and quote which will be submitted separately by WebMobril Gaming Studioz.
- All content, images, texts, videos, Third party integration, services, API, Plug-in etc. information will be provided by Client. If any of those attract any cost to be acquired, the same will be borne by Client.
- WebMobril Gaming Studioz is not liable to write or publish the content on the project.
- WebMobril Gaming Studioz is not responsible for the delay of the project if the necessary information required by Client like API's information, third party plug-ins, Payment gateways and shipping gateways info etc. is not provided timely by Client.
- WebMobril Gaming Studioz will provide 1 design concept for Design work and there will be 2-3 revisions can be done as per Client remarks if more revisions required then these will be billable.
- WebMobril Gaming Studioz is not responsible for the delay caused by the malfunctioning of any third party software integrated with some other system appreciated works:
- General features not described in detail will carry out as per industry standards and will be supported by open source scripts when available.
- Domain Registration & Hosting Server for the installation of the final product will be bought by the Client and provided to WebMobril Gaming Studioz.
- Neither party can hire/contact/work with either of its Customers/resources/former Customers directly or indirectly during the term of this contract and till 5 years without the written permission from the directors of the company.
- Client will ensure that the hosting server provided is compliant to the requirements for hosting server provided by WebMobril Gaming Studioz.