

PRESENTED BY
RÉA HABIB
MARTIN COSTA
SEMA SHEHADEH
ETIENNE
SAIASRITH

VIDEO GAME
DEVELOPER



DONATION

START

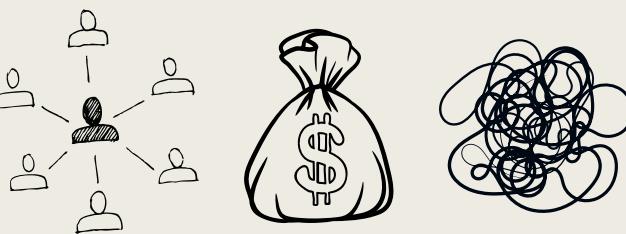
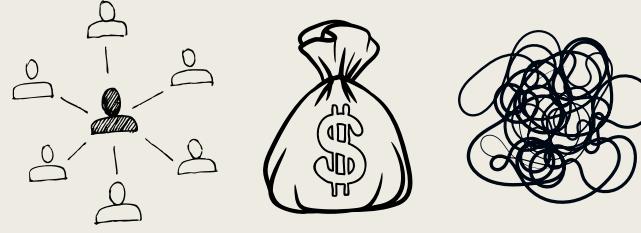
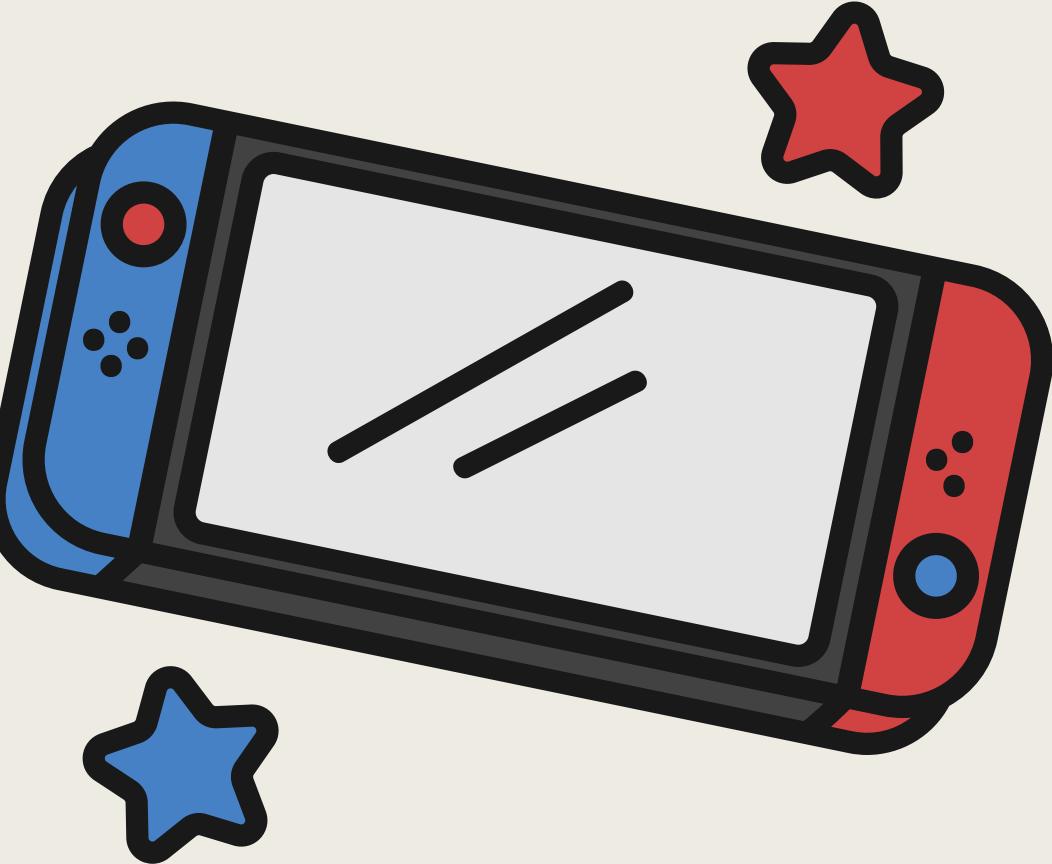


TABLE OF CONTENT

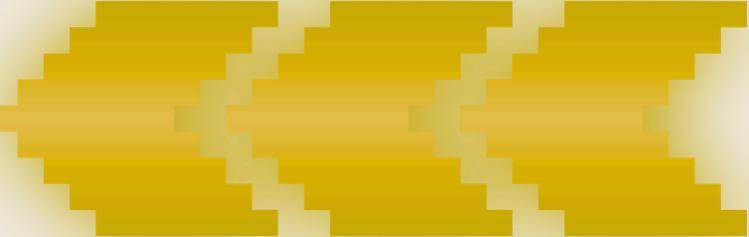


Project Plan

- Cover Page
- Table of Content
- Criteria
- Project Scope Statement
- WBS
- Project Team - Responsibility Matrix
- Communication Plan
- Schedule
- Budgeting
- Risk Management
 - Identification
 - Assessment
 - Response
 - Matrix
- Managing the Project
 - Stakeholder Analysis
 - Keys to Success
 - KPI (Key Performance Indicator)



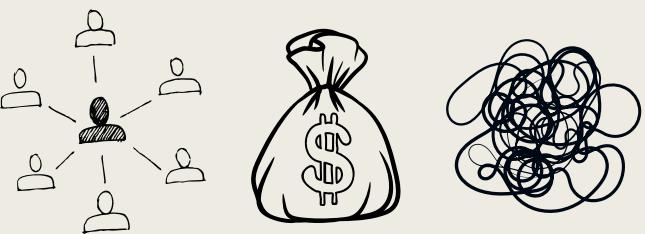
PROJECT PLAN



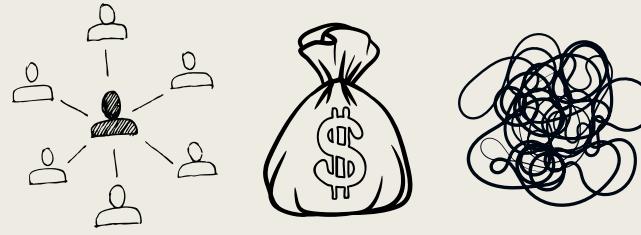
Ideas:

- 1- Video Game: Balance
- 2- Service app for house cleaning, beauty, and grocery delivery
- 3- Sport Gadget
- 4- GEM fields construction
- 5- Advertising campaigning

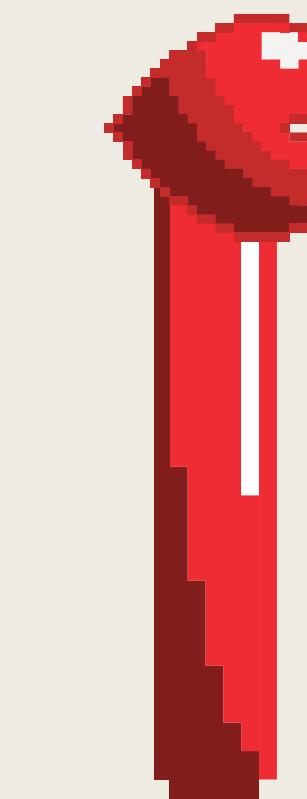
Feasibility	How doable is the project	High Feasibility	High Score
ROI	Returns Expected	Higher Returns	High Score
Risk	How risky the project is	Higher risk	Lower Score
Budget efficiency	Less money is preferred	Lower Cost	High Score
Team Feasibility	Finish sooner	Short Duration	High Score



PERFORMANCE WEIGHTAGE TABLE

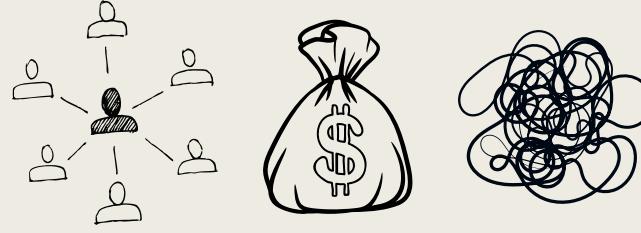


Criteria	Performance Weightage	Video Game	Service App	Sports Gadget	GEM fields construction	Advertisement Campaigning
Feasibility (Technical/operation)	20	12	14	10	10	12
Innovation level	20	15	12	10	10	14
ROI potential	10	9	7	7	9	9
Risk	10	8	7	8	7	6
Budget efficiency	10	7	8	8	6	6
Time feasibility	10	6	6	7	7	8
Team Expertise Alignment	10	8	7	6	6	7
Long-term value	10	9	8	8	9	6
Total Weightage value	100	74	69	64	64	68



BALANCE

WE HAVE FILLED THIS TABLE CONSIDERING WE ARE DEVELOPING THE PROJECT IN EUROPE.



INNOVATION LEVEL IS HIGH FOR VIDEO GAMES BECAUSE WE NEED GOOD INNOVATION IN ORDER TO A VIDEO GAME TO GET POPULAR.

ROI IS HIGHER FOR GAMES BECAUSE NEW PEOPLE WILL ALWAYS BE ADDING IF THE GAME IS GOOD

THE RISK VALUE FOR ADVERTISEMENT IS LOWER; IT IMPLIES HIGHER RISK BECAUSE WE DO NOT TARGET MANY CONSUMERS THROUGH A PARTICULAR TYPE OF ADVERTISING.

BUDGET EFFICIENCY IS LOW FOR VIDEO GAMES BECAUSE WE NEED SOME BUDGET FOR TECHNOLOGY DEVELOPMENT IN THE GAME.

TIME FEASIBILITY IS LOWER BECAUSE IT TAKES LONGER TO CREATE A VIDEO GAME WHICH IS GOOD AND ATTRACT PEOPLE TO USE IT

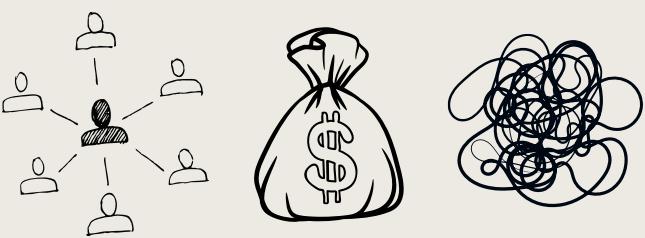
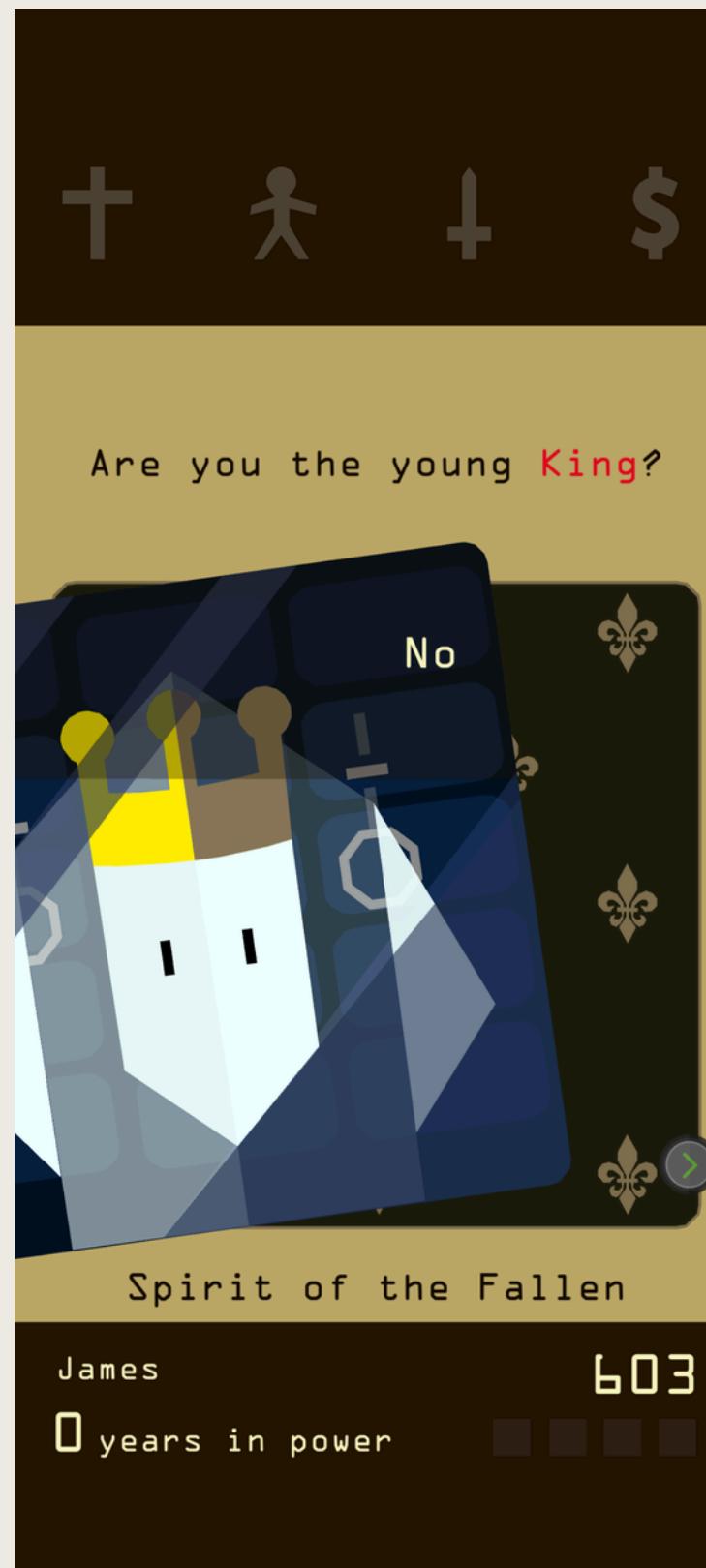
TEAM FEASIBILITY IS HIGHER FOR THE VIDEO GAME BECAUSE WE HAVE A DEVELOPER, A MARKETER, ETC., IN OUR GROUP.

LONG-TERM VALUE FOR THE GAME IS HIGHER BECAUSE THE NEW PEOPLE WILL BE COMING INTO PLAY, CONSIDERING THE GAME IS DESIGNED WELL

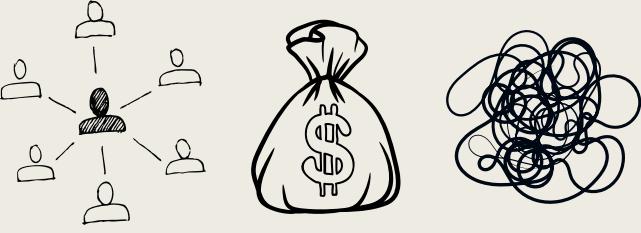


WHERE IMAGINATION MEETS INTERACTION.

BALANCE



BALANCE



PROJECT SCOPE

Project Objective:

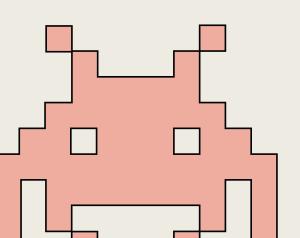
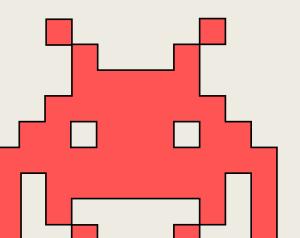
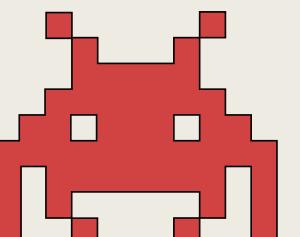
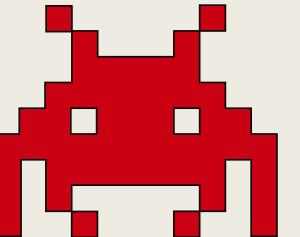
Deliver the MVP of Balance - Card Life Sim by November 25, 2026

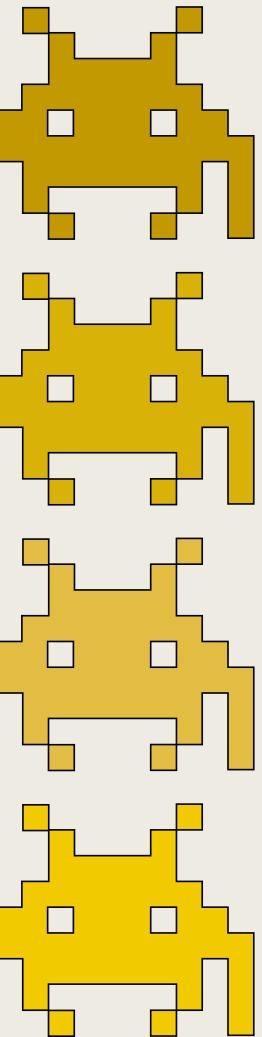
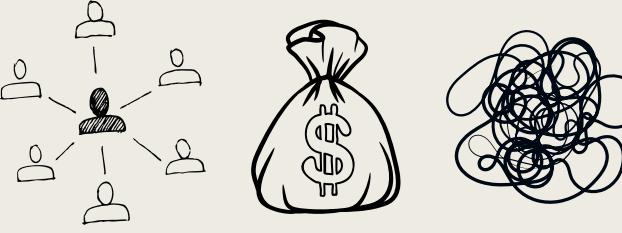
- A playable 28-day loop (Day/Evening/Night).
- ≥ 30 two-choice cards plus 6-10 incident cards.
- Three meters with clear win/lose feedback.
- A ≤ 90 s tutorial, and an end summary.

Success = $\geq 80\%$ of ≥ 10 playtesters report rules are clear; 0 critical blocks across 10 runs.

Milestones are part of the scope checklist:

- M1: Concept Lock
- M2: First Playable / Print Pack v1
- M3: Playtest #1
- M4: Content & Tuning Lock
- M5: Final Delivery

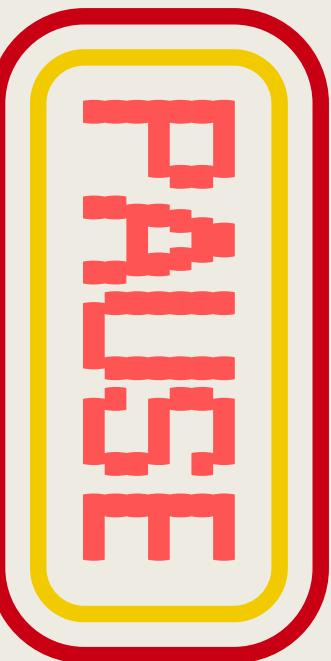


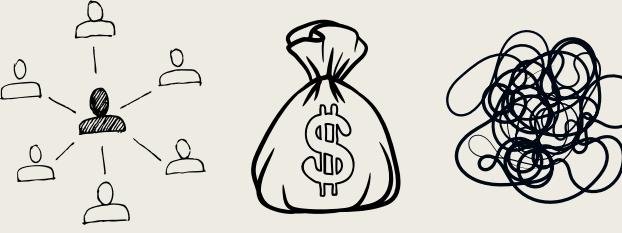


PROJECT SCOPE

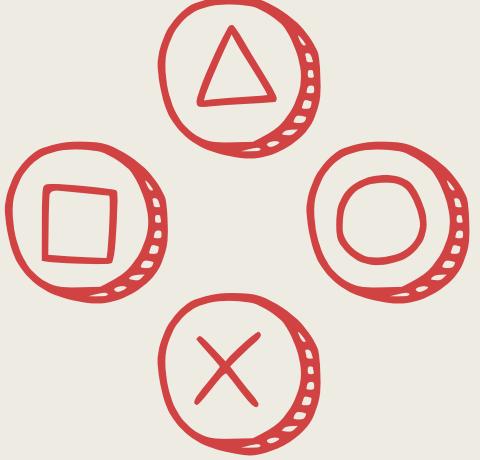
Deliverables

- 1- Concept one-page
- 2- Card deck (≥ 30 A/B) + Incident mini-deck (6-10)
- 3- Rules and tuning sheet (meter ranges, thresholds, effects)
- 4- Playable prototype (digital single-screen)
- 5- Tutorial (≤ 90 s) + help text
- 6- Playtest report (≥ 10 testers)
- 7- Demo video (60-120s)
- 8- Slide deck (5-8 slides)
- 9- PM packet (scope, WBS, RACI, comms plan, schedule, budget, risks)





PROJECT SCOPE



Technical Requirements:

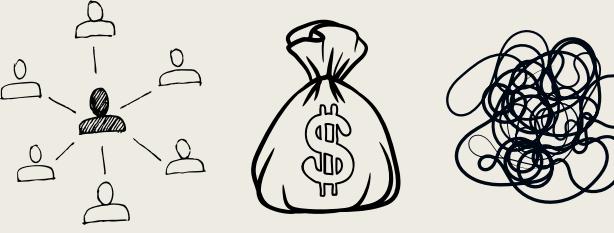
- Digital MVP: One screen with meters, card pane (A/B choices), incidents triggers, readable fonts/high contrast, 10-15 min/session – stable on a mid-range laptop or phone.
- Print-and-Play MVP: A4/Letter PDFs for cards and meter tracker – ≥11 pt font – clear icons. (Also, requirements S belong in the scope checklist)

Limits and Exclusions:

- Out of scope for MVP: Multiplayer, accounts/leaderboards, microtransactions, complex economies/AI, extra meters beyond Stress/Cash/Social, 3D free-roam.

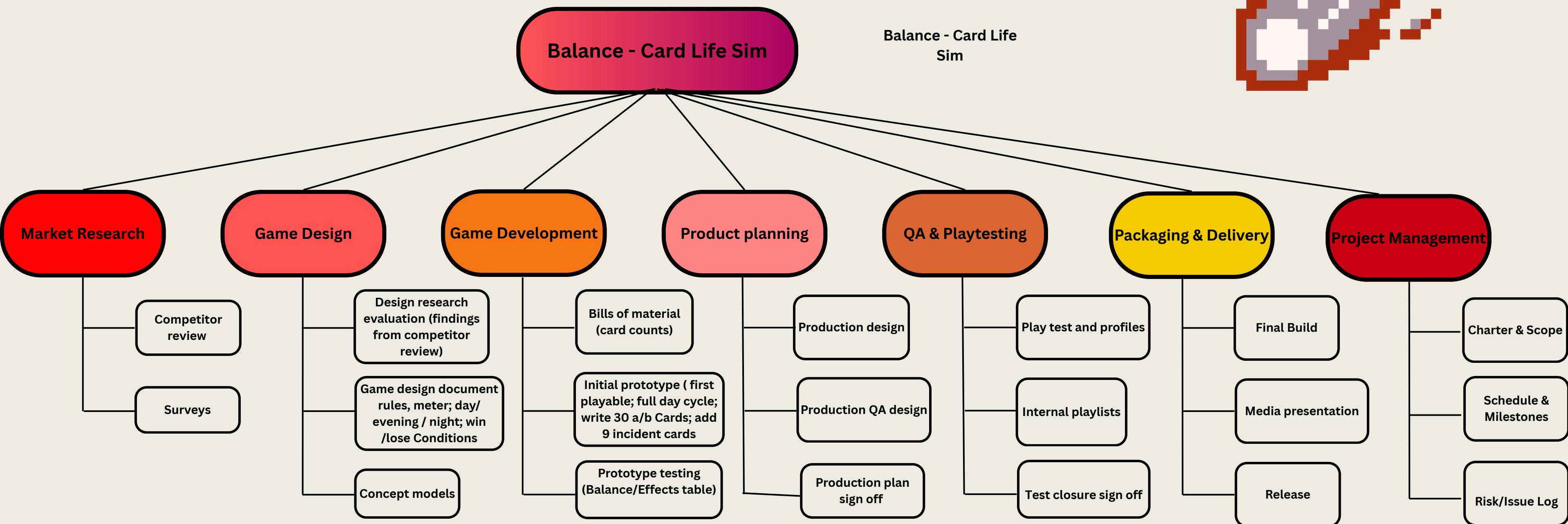
Review with customer:

- Checkpoints at M1, M2, M4 – final acceptance at M5 using success criteria above.



WBS

(BRIEF DEFINITION OF WORK PACKAGES)



BALANCE



RESPONSIBILITY MATRIX

Deliverables	Design	Development	Documentation	Assembly	Testing	Purchasing	Quality Assurance	Manufacturing
Concept and market summary	2		1				3	
Game design documents	1		2				3	5
Ux wire frames	1	2	2					
Concept decks	2		1				3	
First Playable Prototype	2	1		2	2			
Playtest report & tuning plan	2		2		1		2	
Production Q/A design				1		3	2	4
Final Build Package		2		1			2	
Release / Submission sign off				2		4	2	1

LEGEND: 1=RESPONSIBLE

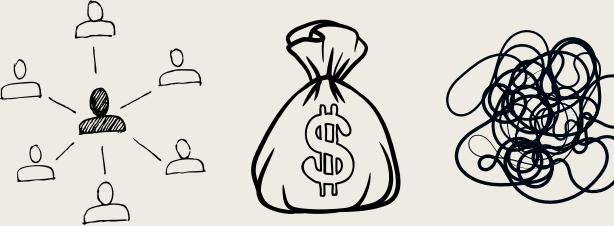
2=SUPPORT

3=CONSULT

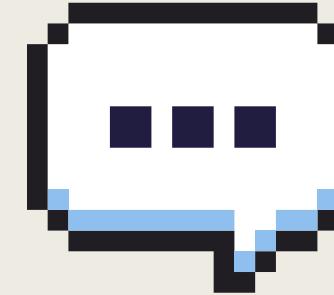
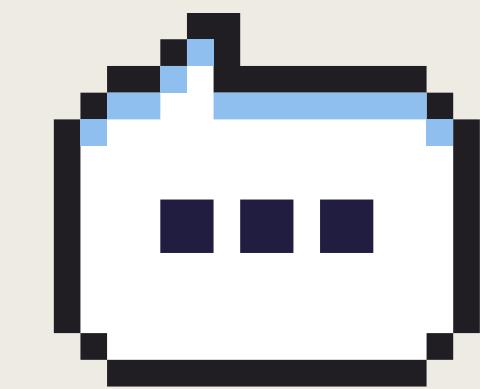
4=NOTIFY

5=APPROVAL





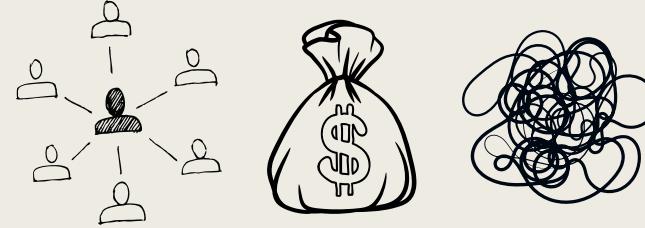
COMMUNICATION PLAN



What Information	Target Audience	When?	Method of communication	Provider (Owner)
Milestone report (M1-M5 status, deliverables, acceptance)	Instructor, entire team	At each milestone date	Email PDF	Sema
Weekly project status (progress vs plan, next week, risks)	Instructor, team	Fridays 17:30	1-page status doc in Drive + summary message in WhatsApp	Sema
Team stand-up / decisions (blockers, assignments)	Team only	Mon/Wed/Fri (10-15 min)	Discord call + pinned	Sema
Issues & risk log (new/closed items, owners, dates)	instructor (view), team (edit)	Weekly with status	Shared Google Sheet	Saiasrith
Change requests (scope, schedule, budget changes)	instructor, PM,PM,Rea,Martin	As needed (before work starts)	CR corm in Drive + 15-min descion call	Ettienne
Playtest plan (goals, build, script, recruiting)	instructor (view), (team)	3 days before each test	Google Doc + Calendar invite	Saiasrith
Playtest results report (findings, metrics, actions)	instructor, team	<= 48 hours after each test	Report in Drive + readout in weekly status	Saiasrith
Design updates (rules/meters/UX changes)	team, instructor (cc)	When material changes happen	Short design note in Drive + message	Réa + Martin
Escalation report (critical risk/blocked build)	Instructor, PM	Within 24hrs of detection	Email + phone/DM; add to risk log	Sema



SCHEDULE



ID	Activity	Predecessor(s)	Successor(s)
A -2	Charter & Scope	—	B
B - 2	Schedule & Milestones	A	C
C - 1	Risk/Issue Log (ongoing)	B	V
D - 2	Market Research kickoff	—	E, F
E - 5	Competitor review	D	G
F - 4	Surveys	D	G
G - 4	Design research evaluation	E, F	H, I
H - 6	Game design document	G	J
I - 4	Concept models	G	J
J - 3	Bills of material	H, I	K
K - 7	Initial prototype (first playable)	J	L, M, N, P

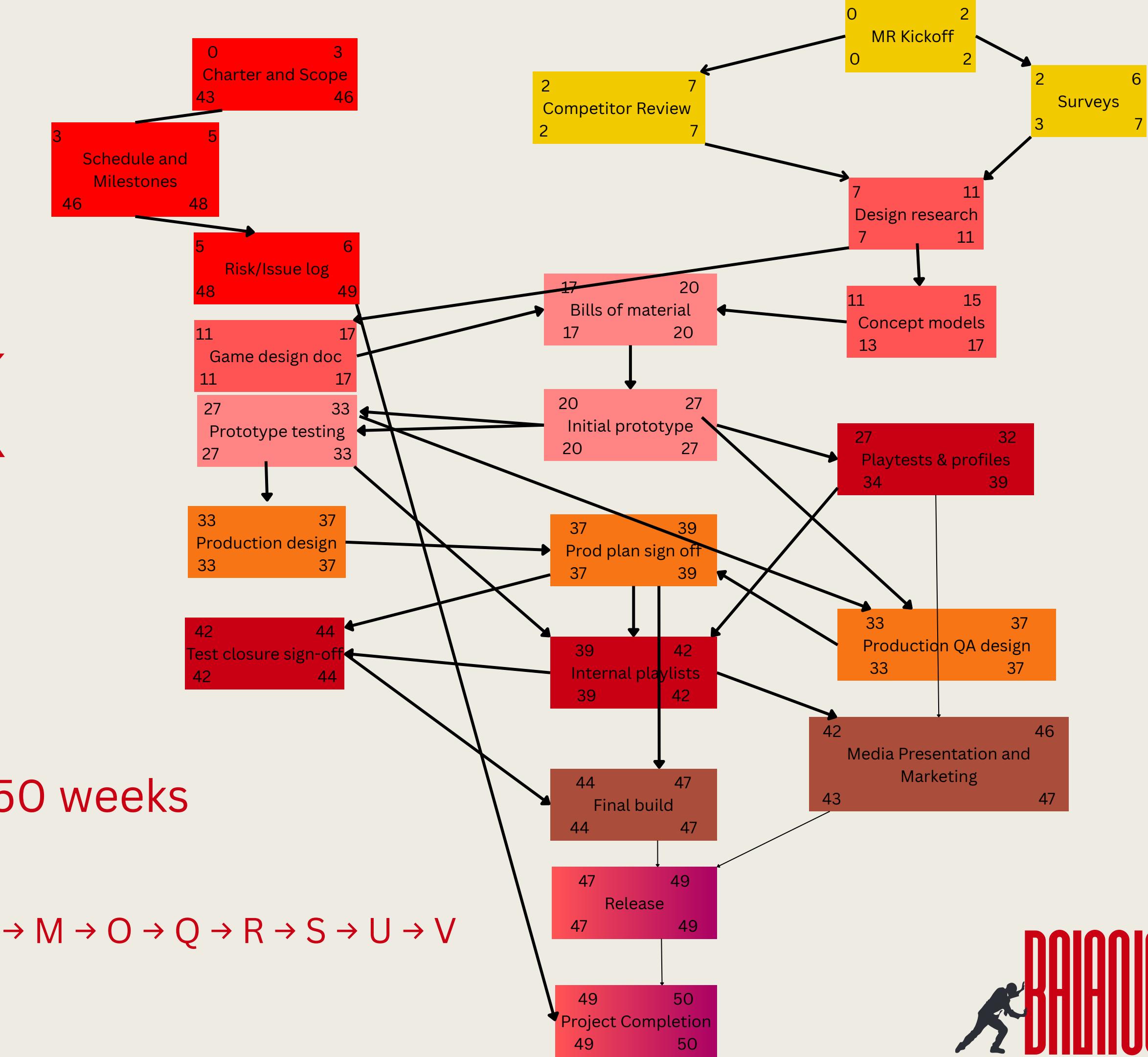
L - 6	Prototype testing (balance/effects)	K	M, N, Q
M - 4	Production design	K, L	O
N - 4	Production QA design	K, L	O
O - 2	Production plan sign-off	M, N	Q, R, S
P - 5	Playtests & profiles	K	Q, T
Q - 3	Internal playlists / regression	P, O	R, T
R - 2	Test closure sign-off	Q, O	S
S - 3	Final build	R, O	U
T - 4	Media presentation	P, Q	U
U - 2	Release	S, T	V
V - 2	Project completion	U, C	

BALANCE

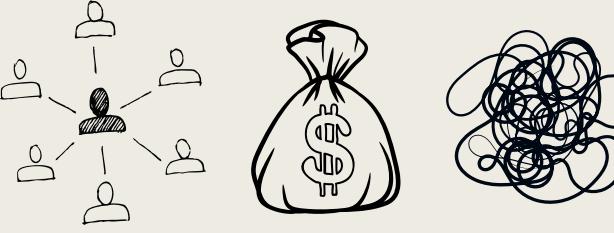
NETWORK DIAGRAM

Total duration is 50 weeks

D → E → G → H → J → K → L → M → O → Q → R → S → U → V



BALANCE



BUDGET

WITHIN 12 MONTH
OF DEVELOPMENT



	Amount
Labor - Team Salaries	\$249,000
Content & Creative (contractors)	\$18,000
Tools, infrastructure, QA, Devices (hosting, software...)	\$11,940
Localization	\$7,550
Marketing launch (ads, influencer, PR...)	\$72,000
Legal/admin - Platform fees (contracts, insurance, accounting)	\$4,000
Risk / Issue	42,000
TOTAL	404,490

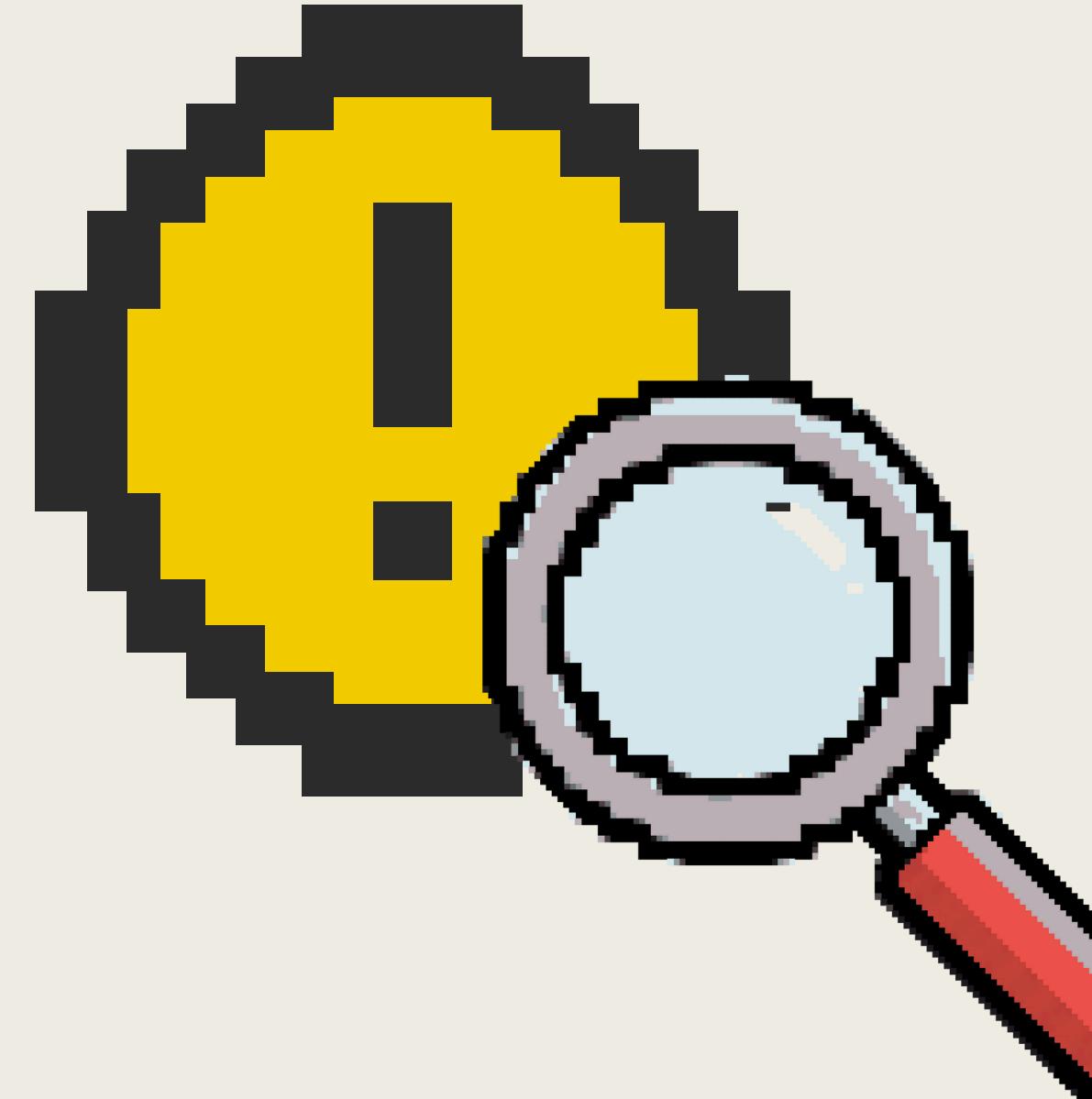
Expected Revenue: \$500,000



RISK MANAGEMENT

Identification:

- R1 Scope creep (features beyond MVP: 30 A/B + 6 incidents)
- R2 Rules/ tutorial unclear
- R3 Not enough playtesters
- R4 Schedule slip on critical path
- R5 Build instability (can't finish a 28-day run)
- R6 Balance off (too easy/hard)
- R7 Asset/licensing issue



Owners:

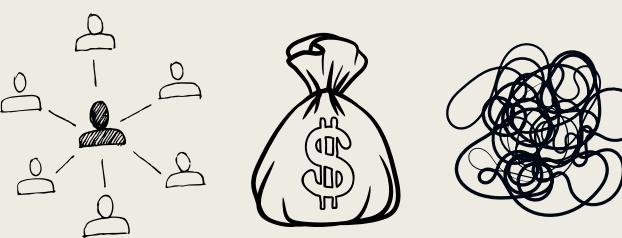
Sema - PM

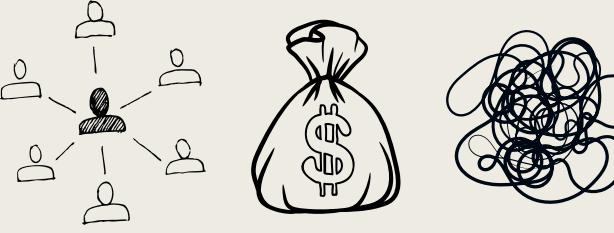
Réa - Design

Etienne - Content and Marketing

Martin - Prototype

Saiasrith - Consultant throughout the project





RISK MANAGEMENT ASSESSMENT



Analysis of probability & consequences (L/M/H):

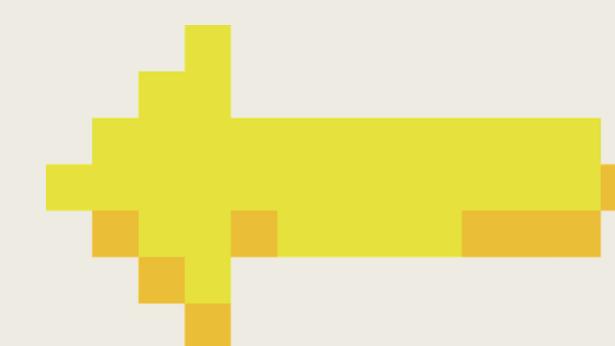
ID	Probability	Consequence	Trigger / early warning
R1	M	H	Work requested not on WBS/schedule
R2	M	H	<80% testers say “rules clear”
R3	M	M	<8 sign-ups 2 days before test
R4	M	M	Critical task >1 day late
R5	L	H	Fails 10-run smoke test
R6	M	M	Win rate <30% or >80%
R7	L	M	Missing license proof in asset log

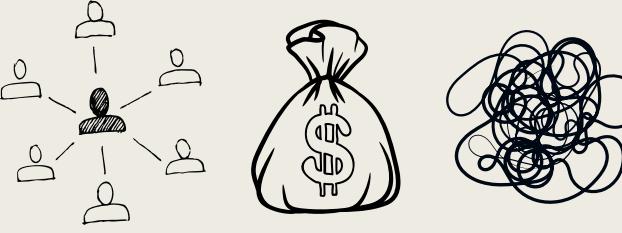
Probability Legend (P)

- **L (Low):** The risk has a low chance of happening (e.g., <25%).
- **M (Medium):** The risk has a moderate chance of occurring (e.g., 25–50%).
- **H (High):** The risk is likely to happen (e.g., >50%).

Consequence Legend (C)

- **L (Low):** The risk, if it happens, will have minimal impact on the project.
- **M (Medium):** The risk will cause some disruption (e.g., delays in non-critical tasks).
- **H (High):** The risk will have a major effect on the project, potentially jeopardizing milestones.





RISK MANAGEMENT RESPONSE

Green = Positive



Red = Negative

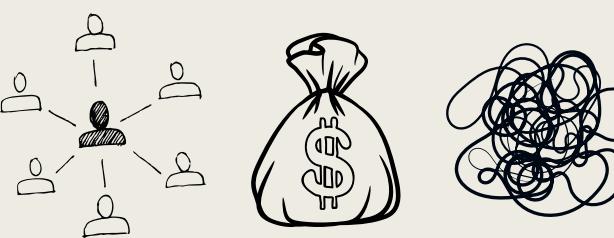


Risk	Mitigation	Fallback
R1: Scope Creep	<i>Freeze MVP; require Change Request for new work.</i>	<i>Drop non-essential features; protect milestones.</i>
R2: Rules Unclear	<i>90-sec tutorial; show A/B effect hints; clear copy.</i>	<i>Reduce edge cases; add Help overlay; retest in ≤1 week.</i>
R3: Few Testers	<i>Recruit early, offer incentives, use easy sign-up.</i>	<i>Use remote testing (build link, Google Form); extend test window.</i>
R4: Schedule Slip	<i>Check progress weekly; prioritize critical path.</i>	<i>Cut low-value tasks; limit to 30 cards; one polish pass.</i>
R5: Instability	<i>Feature freeze; smoke test each build.</i>	<i>Use last stable build; hotfix only major crashes.</i>
R6: Balance Issues	<i>Adjust balance/effects table after each round.</i>	<i>Quick A/B test; tweak global knobs (Payday/Bills).</i>
R7: Licensing Issues	<i>Use Owned/licensed assets; keep asset log.</i>	<i>Replace unlicensed assets; re-export media.</i>

RISK MANAGEMENT MATRIX

Scale: Probability (P) & Impact (I): L=1 · M=2 · H=3.
Score = P×I (Red ≥7, Yellow 4–6, Green ≤3).

ID	Risk	P	I	Score	Owner	Trigger / early warning
R1	Scope creep	2	3	6 (Y)	Sema	New work requested not on WBS or schedule
R2	Rules unclear	2	3	6 (Y)	Rea + Ettiene	<80% of testers say “rules clear”
R3	Few testers	2	2	4 (Y)	Saiasrith	Fewer than 8 sign-ups T-2 days
R4	Schedule slip	2	2	4 (Y)	Sema	Critical task >1 day late
R5	Instability	1	3	3 (G)	Martin	Fails 10-run smoke test
R6	Balance off	2	2	4 (Y)	Rea + Saiasrith	Win rate <30% or >80%
R7	Licensing	1	2	2 (G)	Sema	Missing proof of license in asset log

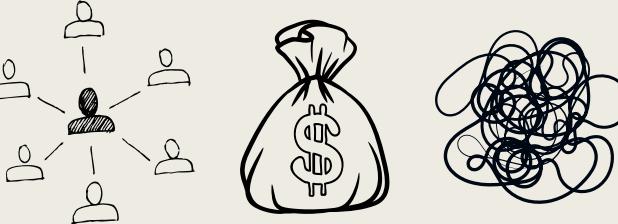


MANAGING THE PROJECT

STAKEHOLDER ANALYSIS

Stakeholder	Interest/Success Need	Influence	Engagement & Info (owner)
Instructor (Client)	On-time milestones, clear scope, solid	High	Weekly status (1-page) + milestone reviews; change requests for scope. Owner: Sema
Sema (PM)	Deliver MVP within time/budget	High	Runs control cycle: set goals → measure → compare → act; weekly progress report
Rea (Design)	Rules/meters UX clarity	Med	Design notes when rules change; participates in tests
Etienne (Content)	30 A/B + 6 incidents, clean copy	Med	Content log; twice-weekly updates; owns card files
Martin (Prototype)	Stable single-screen build	Med	Release notes each build; highlights blockers
Sairith (QA)	Valid tests, actionable findings	Med	Test plan T-3 days; report ≤48h after tests
Playtesters	Easy access; short session; anonymity	Low	Invite + survey; build link; thank you note
Class/Audience	Short, clear demo	Low	Final presentation + downloadable build

BALANCE

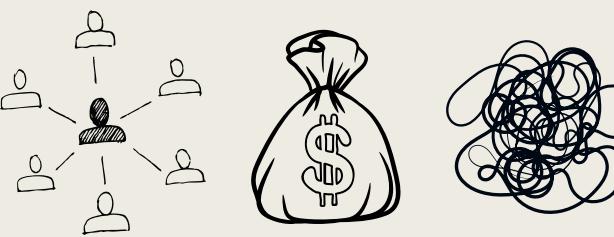


Key Area	Description
1. Clear Project Vision	Focus on delivering the MVP, the only most important features.
2. Effective Team Communication	Weekly check-ins, progress meetings, and quick problem resolution.
3. Proactive Risk Management	Regularly identify, assess, and mitigate risks throughout the project lifecycle.
4. Player Engagement & Feedback	Gather feedback through beta testing and early access.
5. Timely Delivery	Stay on schedule with iterative sprints and meet deadlines.
6. Budget & Resource Management	Track expenses and avoid unnecessary spending to stay within the budget.
7. Strong Stakeholder Engagement	Keep stakeholders informed with regular updates and progress reports.
8. High-Quality QA & Testing	Ensure thorough testing of critical game mechanics (win/loss, stress, etc.).
9. Marketing & Community Engagement	Build hype for the game through social media campaigns and influencer partnerships.
10. Post-Launch Support	Provide regular updates and bug fixes post-launch.

KEYS TO SUCCESS



BALANCE

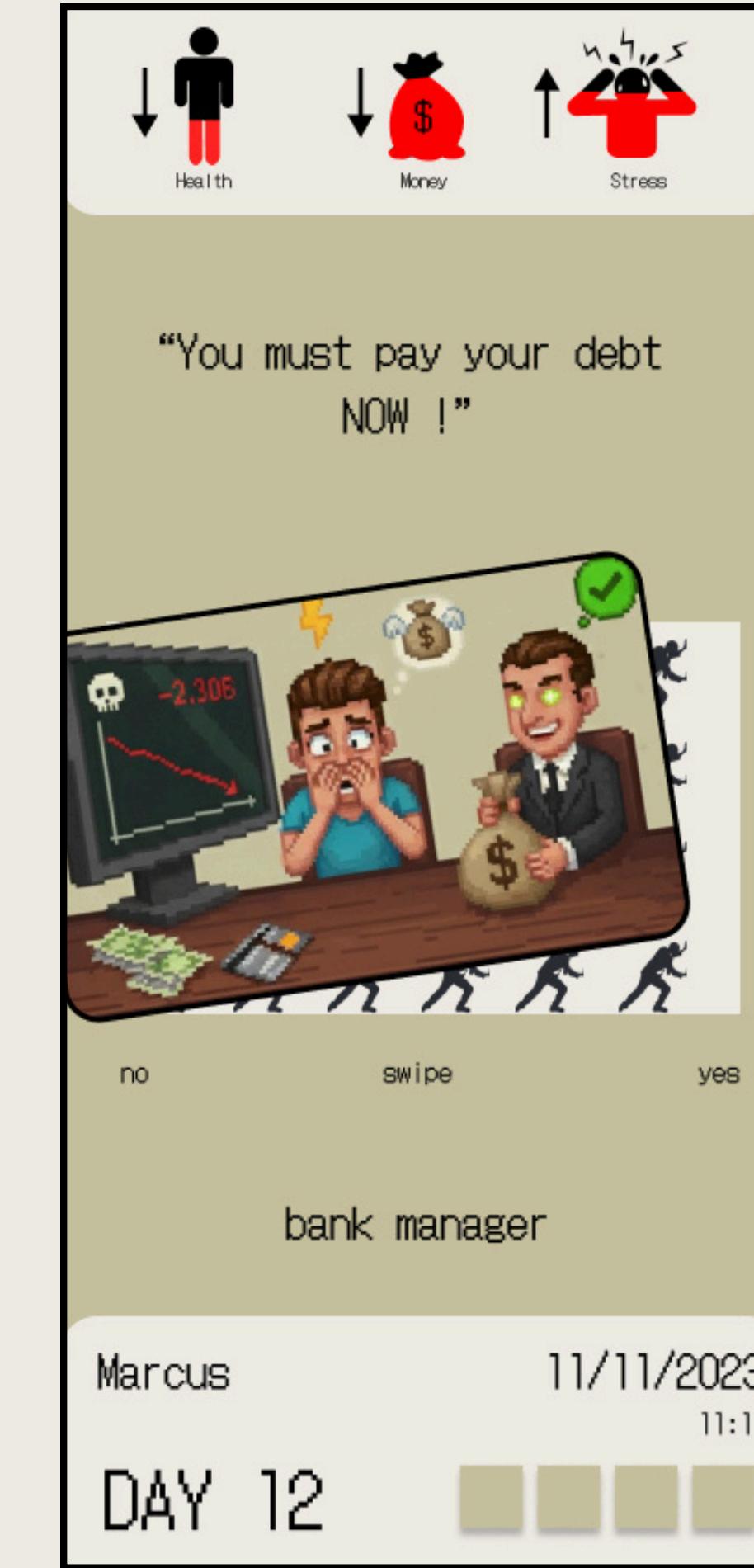
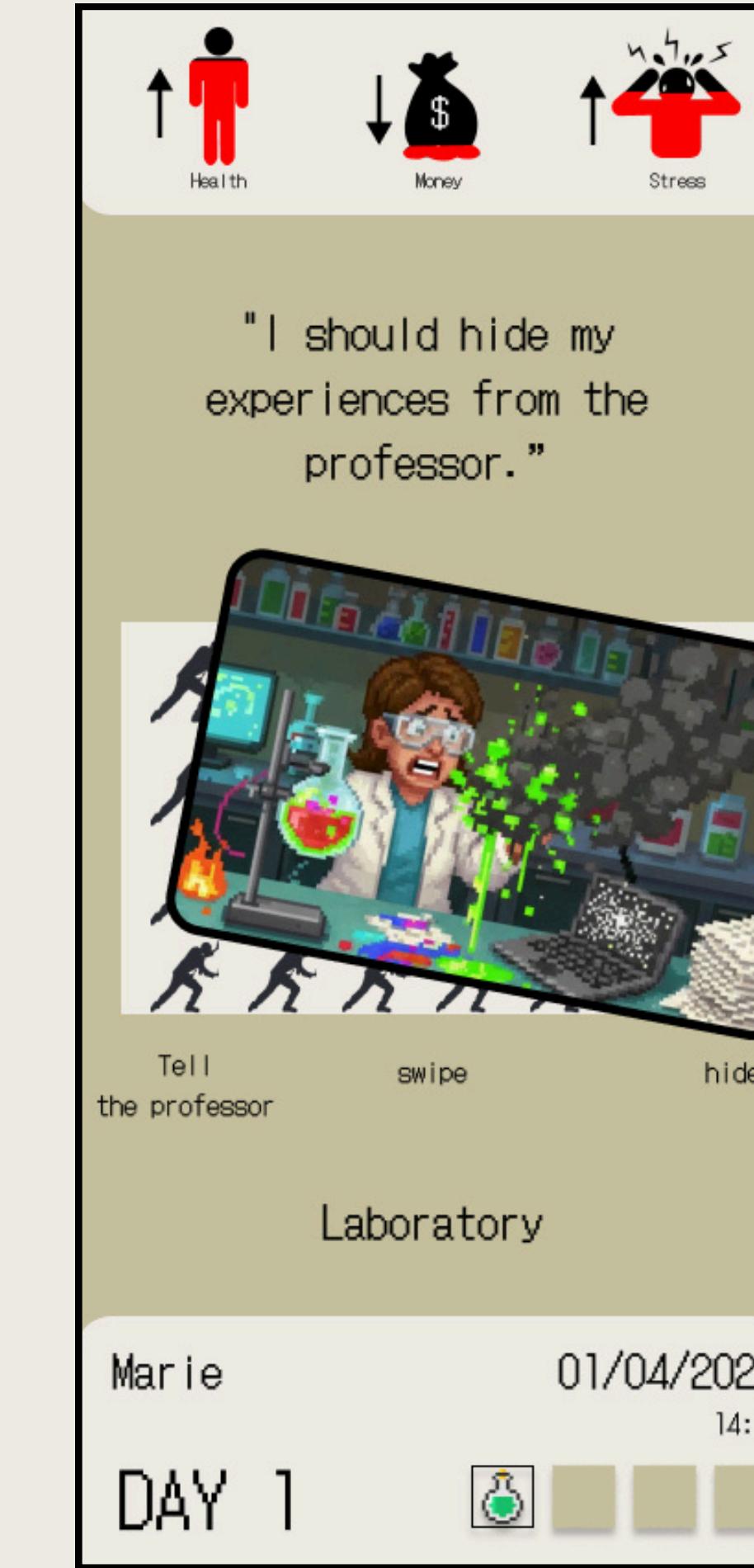
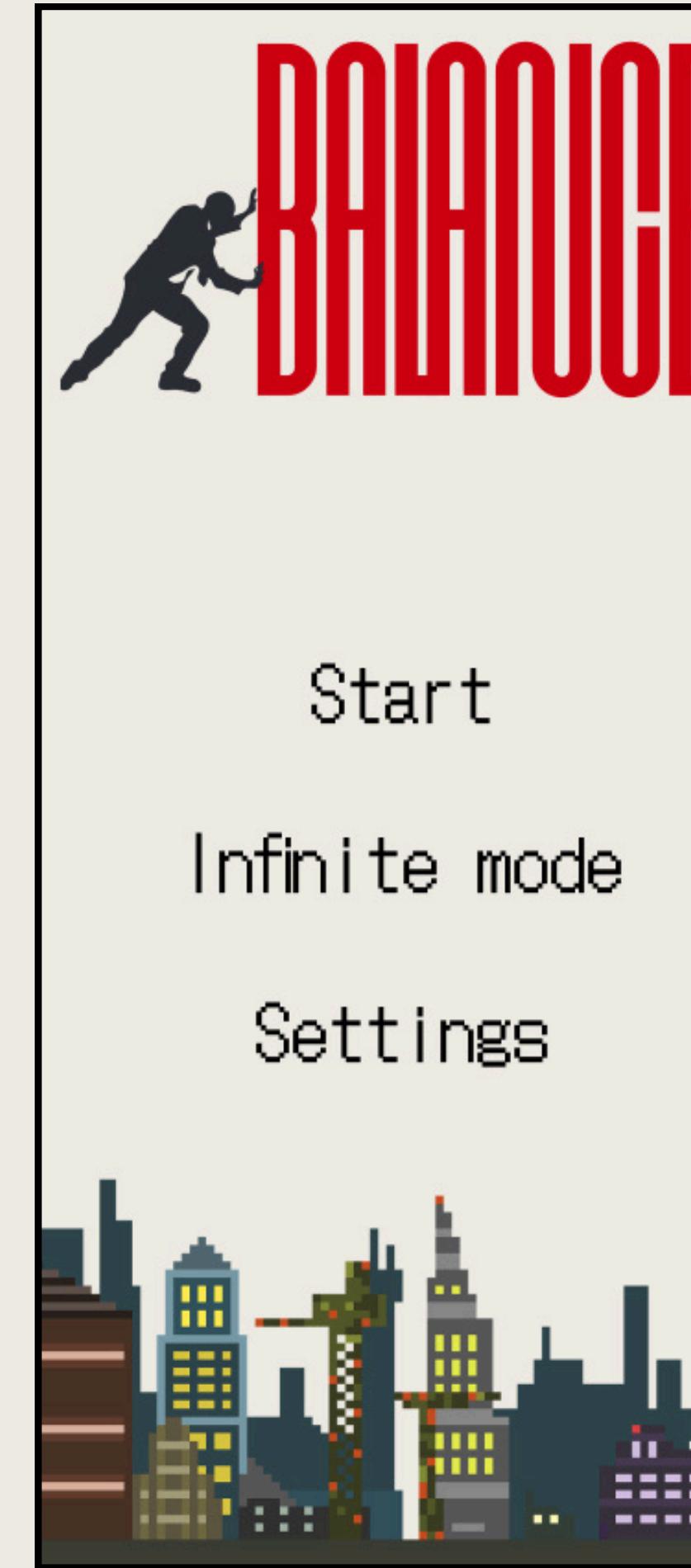
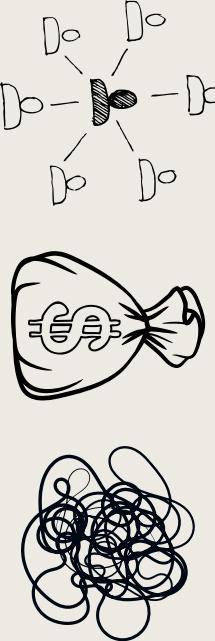


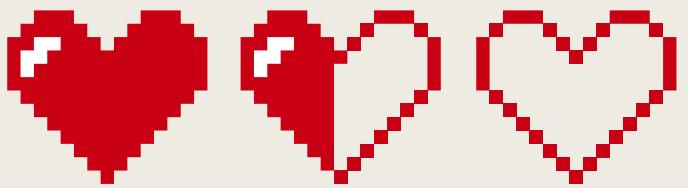
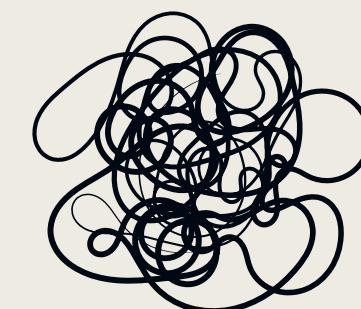
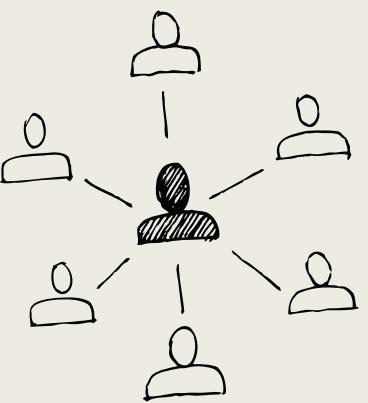
KEY PERFORMANCE INDICATOR (KPI)



KPI Name	Goal	Definition
Milestone On-Time Rate	≥95%	Tasks due this week should be completed on time as per the planned date.
Critical Path Tasks On Time	100% this week	No delays on critical path tasks.
Build Stability	0 crashes/blocks in 10 runs	Ensure stability in the game before any testing phase.
Tester Comprehension	≥80% say “rules are clear”	Tester feedback indicates that the game rules are well-understood.
Run Completion Rate	≥80% finish 28-day session in ≤15 minutes	Ensure that at least 80% of testers finish a 28-day game session in the expected timeframe.
Balance Window (Win Rate)	Win rate 35–65% after tuning round	Ensure the game has a balanced difficulty level where the player has an optimal chance of winning.
Content Completion	30 A/B cards + 6 incident cards by M4	Complete the card designs and incidents needed for the game mechanics by M4.
Defect Turnaround	≥80% of “high” issues resolved within 48 hours	Ensure that major issues are identified and resolved swiftly within 48 hours.
Budget Adherence	Total spend within ±10% of plan	Keep spending within 10% of the originally allocated budget.
Report Cadence Hit	100% of weekly reports on time	Ensure all weekly reports are submitted on schedule.







GAME
OVER

THANK YOU!

RESTART

A dark gray silhouette of a person in a dynamic, forward-leaning pose, as if pushing or running against a large, bold red sign. The sign contains the word "BALANCE" in a thick, sans-serif font.