

Edgar's Magnum Opus

Brief

Edgar's Magnum Opus is a 2D platformer game about Edgar – a fictional novelist of medieval times. The player controls Edgar and is placed inside of his most outstanding novels, so the setting slightly changes as the player switches between novels. All of them stick to medieval setting with renaissance patterns, but the realism can easily shift into fantasy or utopia and vice versa.

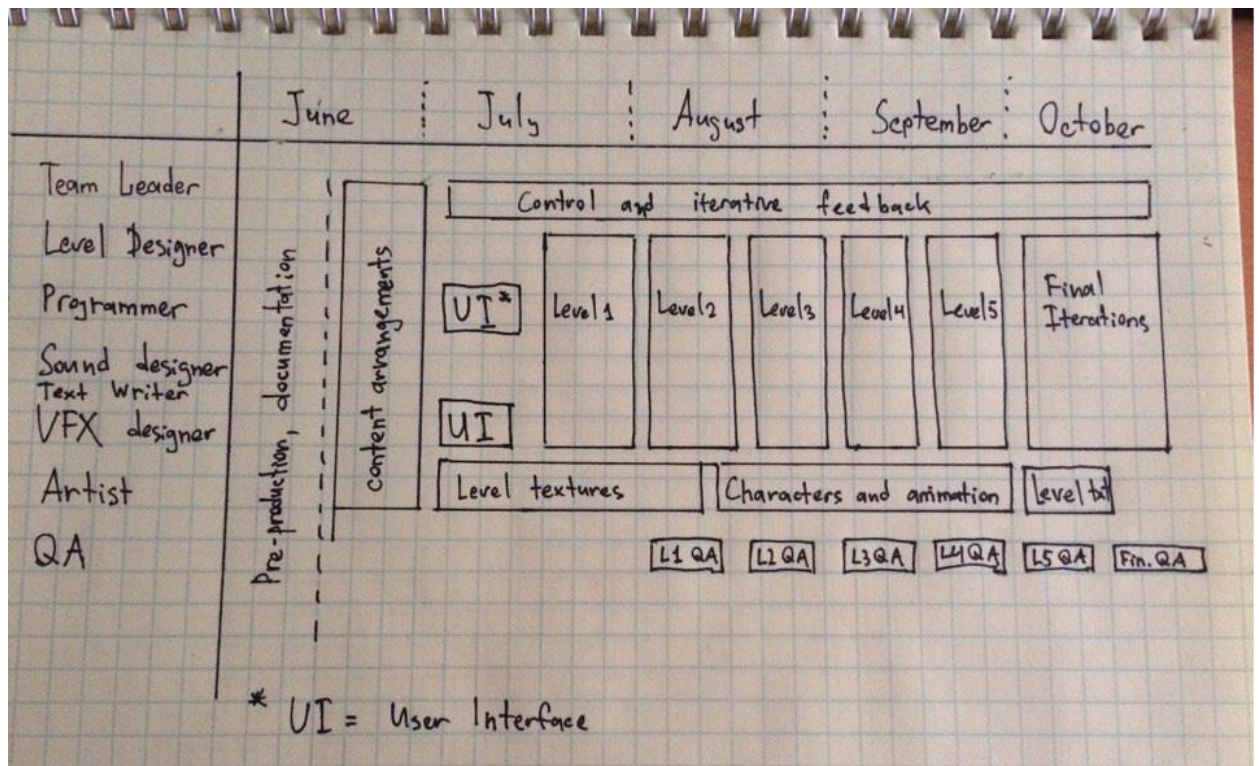
Edgar wakes up in one of his novels after losing his muse and suffering a depression, being unable to write new novels. While exploring his novels he finds out, that everything seems to be wrong and someone changed the texts. Edgar has to find replaced text elements and restore the order in his novels, at the same time solving the mystery behind his muse disappearance.

Executive Summary

According to plan production should take 6 months. This time does not cover marketing and further development of the product. As we are not developing an AAA title and no complicated technologies are required, we position ourselves as a small studio with 8 specialists of specified roles. The key stages of production include the game levels. Our game has 5 massive levels or the novels in our example. It is assumed that each level creation stage lasts 2 weeks and is followed by QA and review; changes may be implied at later stages.

Production Timeline

While the original template offers a Waterfall model and I have no idea why the task is given in this way, I demonstrate the timeline with a Gantt diagram, which is more relevant to scrum and agile techniques



Budget

Expense Name	Category	Cost	Units	Total
Team Leader	Compensation	2500	6 (months)	15000
Artist	Compensation	1800	6 (months)	10800
Programmer	Compensation	1800	6 (months)	10800
Sound designer	Compensation	1800	6 (months)	10800
VFX designer	Compensation	1800	6 (months)	10800
Level designer	Compensation	1800	6 (months)	10800
Text writer	Compensation	1800	6 (months)	10800
QA	Compensation	1500	6 (months)	9000
Artwork	Outsource assets	200	10	2000
Video	Marketing	500	2	1000
Voicing	Outsource assets	100	50	5000
Game music	Outsource assets	200	20	4000
Office	Infrastructure	3500	6 (months)	21000
PCs	Hardware	1200	10	12000
Monthly software licenses	Software	50	6*5	1500
				134300

Key Personnel

Team Member	Role
Team Leader	Producer and game designer in one person. Responsible for all the documentation. Controls the flow of each project stage, collects and provides feedback, assures healthy communication.
Artist	Responsible for visual assets: textures, character design, animations, object design
Programmer	The code, level scripting, triggers, AI
Sound designer	Creating and locating suitable sounds, sound effects and other audio assets for the game levels
Visual effects designer	Creates animations for all kinds of in-game triggers, that take place in level environment, battles etc.
Level designer	Creates the level content with the help of assets he receives from his colleagues. Provides feedback of how assets suit the level, requests new assets or asset changes
Text writer	Responsible for tons of texts, including rhymes
QA	Tests the product at all stages and assures its quality, provides feedback on various features

Outsource

- Game music
- Game artwork
- Character voicing
- Product presentation video / trailer