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# Executive Summary

The game Sari and Matrix is based on a voxel world, all the creatures, plants and animals are made up of cubes. One day some unknown things crashed and tear the world apart, and the animals were affected to become zombie like things.

This is a puzzle/action game which you can act as a voxel gothic Lolita Fashion girl and a gumball shooting dog, walking in the forest and find the truth of the world. The player need to explorer the world and cure it by solve puzzles and fight with the bad guy.

This game will release a first demo version which contents two or three levels in two months. While the full version is planning to take a year and have 10 times or more level.

# Production Timeline

## First release/pre production:

|  |  |  |  |
| --- | --- | --- | --- |
| Task Name | Assignment | Start Date | End Date |
| Documentation Tasks |  |  |  |
| Game Design | Person D(designer and programmer) | Day 1 | Day 3 |
| Development Plan | Person D | Day 4 | Day 5 |
| Game Story | Person D | Day 6 | Day 7 |
| Art Tasks - Character |  |  |  |
| Concept Art/Character | Person A(artist) | Day 2 | Day 5 |
| Character Modeling and Texturing | Person A | Day 6 | Day 7 |
| Rigging and Animation | Person A | Day 8 | Day 11 |
| NPC and Enemy modeling | Person A | Day 12 | Day 13 |
| NPC and Enemy Animation | Person A | Day 14 | Day 15 |
| Audio Tasks |  |  |  |
| License free Music and sound | Person A | Day 1 | Day 2 |
| Music and sound effects | Person D | Day 26 | Day 28 |
| Art Tasks - Environment |  |  |  |
| Level design | both | Day 4 | Day 19 |
| Concept Art/Level design | Person A | Day 16 | Day 25 |
| Item | Person A | Day 26 | Day 28 |
| Level | Person A | Day 29 | Day 45 |
| Programming Tasks - Engine |  |  |  |
| Main game system | Person D | Day 8 | Day 14 |
| Attack and health System | Person D | Day 20 | Day 22 |
| Input System | Person D | Day 23 | Day 24 |
| Item System | Person D | Day 25 | Day 28 |
| AI System | Person D | Day 32 | Day 34 |
| Game and level Logic | Person D | Day 37 | Day 45 |
| Game UI | both | Day 35 | Day 36 |
| QA Testing |  |  |  |
| Feature Tests | both | Day 28 | Day 31 |
| Play through Tests | both | Day 41 | Day 45 |
| Level Design Tests | both | Day 37 | Day 40 |
| Milestones |  |  |  |
| 1st Playable |  | Day 45 |  |

## full version:

legend:





# Budget

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Expense Name | Category | Cost | Units | Total |
| work environment | office | 1500 | 12 | 18,000$ |
| Music and sound | salaries | 4,000/month | 6 | 24,000$ |
| Design and test | salaries | 5,000/month | 12 | 60,000$ |
| art | salaries | 4,000/month | 12 | 48,000$ |
| Art assistant | salaries | 2,500/month | 24 | 60,000$ |
| code | salaries | 5,000/month | 12 | 60,000$ |
| marketing | salaries | 4,000/month | 3 | 12,000$ |
| Exhibition | marketing | - | - | 6,000$ |
| Advertising | marketing | - | - | 10,000$ |
| production | publishing | - | - | 6,000$ |

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# Key Personnel

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

|  |  |
| --- | --- |
| Team Member | Role |
| Person A | Leader artist |
| Person D | Designer and test |
| Person P | Leader Programmer |
| Name\* | Assistant artist of animation |
| Name\* | Assistant artist of modeling |
| Name\* | Music and sound |
| Name\* | Market |