

TIMELINE:

May 10th Deadline:

- Fleshed out story (create main and side characters, flesh out central and side plots, determine central thematic elements)
- Rough outline of game design document

June 10th Deadline:

- Final draft of game's narrative: fully fleshed out characters, plot and themes
- Working draft of game design document (this will be malleable)
- Rough draft of game development document designed in tandem with the game design document
- Prototype of main-game gameplay

July 10th Deadline:

- Demo of game, with functionality for each section of the game
- Fleshed out game design and development documents, including mental health stress mechanics

September 10th Deadline:

- Export polished build of game
- One week to test play and iron out any last minute issues

September 17th:

- Export final build
- End of project

BUDGET:

Price	X	Total	Item	Description
\$1,000	2	\$2,000	Hiring Artists	Expected assets include: 5 - 8 landscape backgrounds; 6 - 10 animated characters; 12 - 24 animated objects; and a package of UI objects. We expect this work to take up to 100 hours to complete, split between two artists working 10 hours a week at \$20 / hour.
\$150	1	\$150	Unity Assets	Unity assets are user-contributed packages that contain art, code, and other assets to speed up the process of development. Example: https://assetstore.unity.com/packages/tools/terrain/hexmap-tools-121179#description If a particularly expensive one is needed, extra funds from the artist / hardware budget items could be redirected to this item.
\$150	1	\$150	Game Research Fund	This fund would be used to purchase games on a shared Steam account for collaborators to play and draw inspiration from. Examples include The Red Strings Club, Gods Will be Watching, and Opus Magnum (all indie games with similar mechanics to our game's).
\$100	1	\$100	Steam Submission Fee	Required fee to make the game playable on Steam, a popular public gaming platform.
\$750	1	\$750	Misc. Hardware / Software	Possible purchases include: A laptop (I may be moving around frequently during the summer, and don't currently have a usable one): https://www.amazon.com/Acer-Business-Student-Classroom-Accessories/dp/B09163SSPP/ref=sr_1_1_sspa?dchild=1&keywords=laptop&qid=1620169297&s=pc&sr=1-1-spons&psc=1&spLa=ZW5jenlwdGVkUXVhbGlmaWVyPUEzUk5VWjRKSlpYmVkezJmVuY3J5cHRlZElkPUEwMDU4ODg2MIY3UFVYMlVDWFdRQSZlbnNyeXB0ZWRBZEIkPUEwMzU2MzcyMkJaMUROSzNGTU01OSZ3aWRnZXROYW1IPXNwX2F0ZiZhY3Rpb249Y2xpY2tSZWRp

				<p>cmVjdCZkb05vdExvZ0NsaWNrPXRydWU=</p> <p>A monitor, since my current one is on its way out:</p> <p>https://www.amazon.com/SAMSUNG-1920x1080-Desktop-Learning-mountable/dp/B08WYKH8RF/ref=sr_1_11?dchild=1&qid=1620168907&refinements=p_85%3A2470955011&mid=2470954011&rps=1&s=pc&sr=1-11&th=1</p> <p>And a variety of sound software / plugins to help design the score.</p>
	Total:	\$3,150		