Project Zero/ Sleeping Tiger Games Budget

Name: Scott Lewis Keith Ollard
Studio: Sleeping Tiger Games
Project: Project Zero
Platform: Windows, Xbox, Playstation & Switch
Target Audience: 16+ Teens and Young Adults
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Project Budget - Project Zero
Target Audience: 16+ Teens and Young Adults
Platform: Windows, Xbox one, Playstation 5 & Switch

Project Zero is a 3D ARPG aimed towards Teens and Young Adults, The game is set in the distantfuture where the play takes on the role of a bounty hunter. The player will explore the world while looting a killing, the player can take on optional side quests alongside the main quest to level up and get better equipment until they ultimately hunt down the man that killed their family and kill them.

The gameplay will be a twin stick shooter but you can still use mouse and keyboard if preferred, you will have over 100 guns to loot and collect. While playing you'll level up in which the player will be given **SKILL** points in which they can put into 3 different skill trees and expand the players skills and ability.

Sleeping Tiger Games™ was founded in 2018, we started out as an outsourcing company but we have started making our own IP game.

The core team is composed of 1 Sound Engineer, 2 Programmers, 2 Artists, 2 Level Developer.

The game is set to release in October 2024 on windows, xbox and playstation with a price tag of £25, we plan to have additional content in the form of DLC. We also plan to port the game to Nintendo Switch and Steam Deck, we are also hoping to get the game added to Xbox Gamepass.

What Could impact the Schedule
- Adding Voice Acting if we decide to go down that route
- Pandemics
- Maternity Leave
- Delays in production

Other concerns:
- Having to compete with other Triple A games, such as Diablo, Lost Arc

Gameplay style: Diablo, The Accent, Space Punks & Lost Arc

We plan on releasing in:
- United Kingdom
- United States
- Mexico
- Brazil
- France
- Germany
- Ireland
- Romania
- Japan
- Australia
- Italy
- Canada
- Norway
- Sweden
- Poland

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<u>Budget Overview</u>

Staffing Totals			
Department	**Value**	**Staff #**	**Average Per Staff**
Art	£94,538	2	£47,269
Audio	£44,056	1	£44,056
Programming	£90,000	1	£90,000
Level Design	£137,014	2	£68,507
Writing	£18,392	1	£18,392
Game Designer	£92,068	1	£46,034
Equipment			
Department	**Value**	**Staff #**	**Average Per Staff**
Art	£4,000	2	£2,000
Audio	£2,000	1	£2,000
Programming	£2,000	1	£2,000
Level Design	£4,000	2	£2,000

Project duration: 24 months

Total budget available: £500,000
Staffing: £476,068
Equipment: £12,000

<u>Budget pie chart:</u>
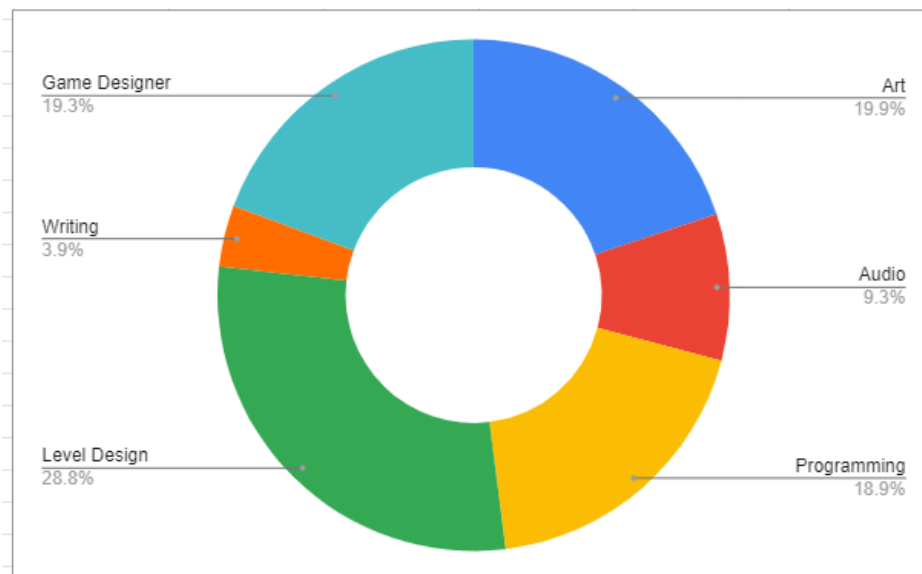
The most costly departments are Level design, Art and Programming and changes to these departments will affect the budget greatly.

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Staffing Total

Costs with Taxes

Name	Role	Employment Period	Department	Rate Hr	Total/ Day	Weekly	Total Per Month	Tax Monthly	Takehome P/M	Total Yearly Before Tax	Yearly Tax	Total Yearly After Tax
Scott Ollard	Lead	24 Months	Game Design	£23.97	£191.80	£959.04	£3,836.16	£892	£2,944	£46,034	£10,708	£35,326
Tyler Whittle	Lead	24 Months	Level Design	£21.87	£175.00	£875	£3,500	£785	£2,715	£42,000	£9,418	£32,582
Ian Berry	Junior	24 Months	Level Design	£13.80	£110.44	£522.22	£2,208.91	£372	£1,837	£26,507	£4,460	£22,047
Aya Kim	Lead	24 Months	Art/ Programming	£18.22	£145.83	£729.16	£2,916	£621	£2,295	£35,000	£7,366	£27,634
Lola Rowe	Junior	12 Months	Art/ Programming	£12.78	£102.24	£511.20	£2,044.83	£319	£1,726	£24,538	£3,830	£20,708
Angel Lawson	Lead	24 Months	Programming	323,43	£187.50	£937.50	£3,750	£899	£2,851	£45,000	£10,603	£34,397
Reece Hampton	Lead	12 Months	Audio	£22.94	£183.56	£917.83	£3,671.33	£839	£2,832	£44,056	£10,075	£33,981
Billy Holloway	Senior	7 Months	Writer	£13.68	£109.45	£656.75	£2,627	£156	£1,377	£18,392	£1,863	£16,529

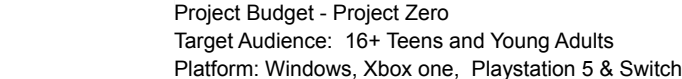| Key: |
|---|
| Game Desiger |
| Level Design |
| Artists |
| Programming |
| Audio |
| Writer |

Staff will be working 5 days a week for 8 hours a day (overtime if needed as well), they will have 28 days per year of holiday which will be paid.
Tax amounts are subject to change depending on the rates for the next tax year

Costs per year

Year 1

Name	2023											
	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Scott Ollard	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16
Tyler Whittle	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500
Ian Berry	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91
Aya Kim	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916
Lola Rowe	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83	£2,044.83
Angel Lawson	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750
Reece Hampton	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33	£3,671.33
Billy Holloway	£2,627	£2,627	£2,627	£2,627	£2,627	£2,627	£2,627					

Key:
Game Desiger
Level Design
Artists
Programming
Audio
Writer

Year 2

Name	2024											
	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
Scott Ollard	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16	£3,836.16
Tyler Whittle	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500	£3,500
Ian Berry	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91	£2,208.91
Aya Kim	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916	£2,916
Angel Lawson	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750	£3,750
Q/A Tester								£2,000	£2,000	£2,000		

Key
Game Designer
Level Developer
Art/ Programmer
Programmer
Q/A Tester