

Project Budget - Project Zero
Target Audience: 16+ Teens and Young Adults
Platform: Windows, Xbox one, Playstation 5 & Switch

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

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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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Schedule

The project is going to take about 24 months to complete with about 7 of them being pre production.

The project officially starts at the end of august/ beginning of september with a week of kick off meetings.

Art and Level design are the departments working the majority with programming not hard behind in turns of days worked.

Pre-Production Lasting 7 months

In the pre-production stage this is where my artists and writer comes in with writing the script and my artists doing the concept art for the characters, environments, weapons, vehicles and props being used in the game.

Production Lasting 16 months.

This is where my artists, programmers and level designers really shine, with making the models for the weapons, vehicles, and props. While also putting together the game levels

Scheduled links

Sleeping Tiger Game - Schedule

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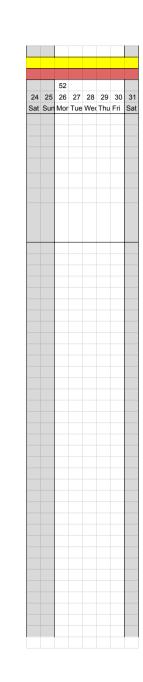
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