Cyber Farm Project Schedule

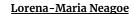
Name: **Lorena-Maria Neagoe** Studio: **NewLeaf Games** Project: **Cyber Farm**

Format: IPA for iOS, APK for Android, NSO for Nintendo Switch
Target Audience: 12+, construction and management simulator game enjoyers
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For a more in-depth look at the schedule:

 $\frac{https://docs.google.com/spreadsheets/d/1RGAPOSA57vYk9t66CHHxrdDx8XEpcOUz8X0-k8eG2s}{4/edit?usp=sharing}$





Target Audience: 12+, construction and management simulator game enjoyers

Format: android, iOS, Nintendo Switch

<u>Cyber Farm</u> is a 2D, pixel art construction and management simulation game aimed for a 12+ audience. Collect cute robots, offer them shelter, assign them tasks based on their skills, expand and upgrade your building and manage your resources like electricity, bio-mass etc.

NewLeaf Games is a new, fully remote games studio. It was founded in 2019 as an outsourcing studio, but now we are working on our second IP game.

The core team is made of 2 programmers, and 3 artists, 1 producer and 1 game designer. We will hire the following:

- video/ trailer editor
- marketing company
- OST composer
- audio engineer/designer
- Romanian, German, Japanese and Korean translators for localisation

The game is set to release in March 2024 on mobile (as a free to play game) and on Nintendo Switch with a price tag of £3.99. On top of that, we plan to include cosmetics that players can purchase on all platforms, occasional ads on mobile devices with the option to pay £3.99 to remove ads, and seasonal events and DLCs if the game performs well.

What could impact the schedule:

- unforeseeable events leading to staff having to take extra time off
- features and assets taking longer than what we're expecting, therefore not meeting our milestones

We will be having a couple of in-person team meetings alongside our online check-ins to make sure that everyone is up to date with any new milestones, tasks, but also will be completing any tasks left over in time for their respective deadlines. Our meetings are scheduled as:

- Kick-off meeting: 11th of November 2022
- Team meeting 1: 14th of August 2023
- Team meeting 2: 4th of February 2024



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Schedule Overview

Project duration: 16 months

Pre-production stage is from Nov 2022 to Jan 2023.

During this stage, we focus on art tests to figure out the best aesthetic and visual look for the game, early prototyping, figuring out technological capabilities and setbacks and signing contracts with freelancers and a marketing agency.

Production stage is from Feb 2023 to Dec 2023.

In this stage we will work on producing the assets, features etc. necessary to complete the game, as well as start the marketing campaigns and fixing bugs.

Post-production stage is from Jan 2024 to Feb 2024.

In the final stage of our project we will focus on wrapping up implementing any characters and assets left, fixing bugs and wrapping up the marketing campaigns leading up to the release of the game.

MILESTONES / DEADLINES:

- Character concept art finished on 28th of July 2023
- Features implementation finished on 3rd of November 2023
- Localisation finished by 30th of November 2023
- Trailers ready to go for marketing by 31st of October 2023
- UI, main menu & pause menu implemented by 20th of January 2024
- All environments implemented by 16th of February 2024
- Character animation finished by end of February 2024
- Character implementation finished by end of February 2024
- Bug fixing finished by end of February 2024
- RELEASE DATE: EARLY TO MID MARCH 2024

Project Departments: - concept art, animation, UI & menus - SFX assets & OST; assets, assets for marketing campaigns; features implementation, assets marketing campaigns in UK, PROGRAMMING implementation, bug fixing; USA, Australia, Romania, Germany, Japan & South Korea - team managing, chasing sponsors **PRODUCER** trailer editing; **VIDEO** making sure deadlines are met, managing project budget; - coming up with fun, enjoyable gameplay - Romanian, Japanese, Korean & LOCALISATION mechanics and features; German translation; -team meetings involving all department

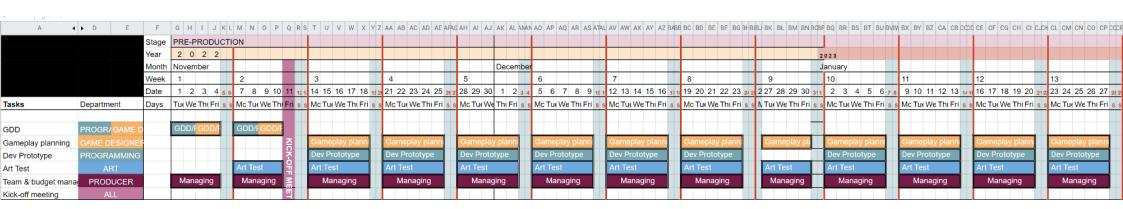


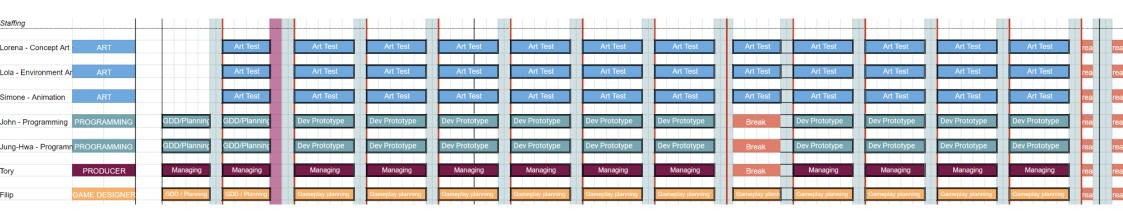
Lorena-Maria Neagoe

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Format: android, iOS, Nintendo Switch

Pre-Production Schedule





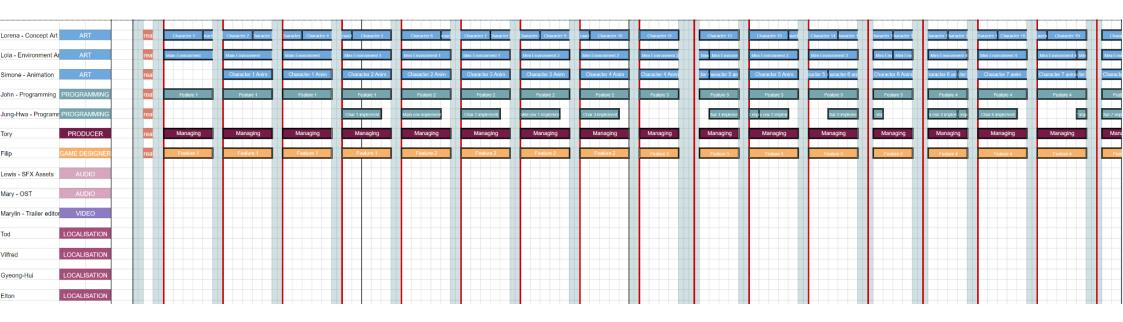


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Production Schedule

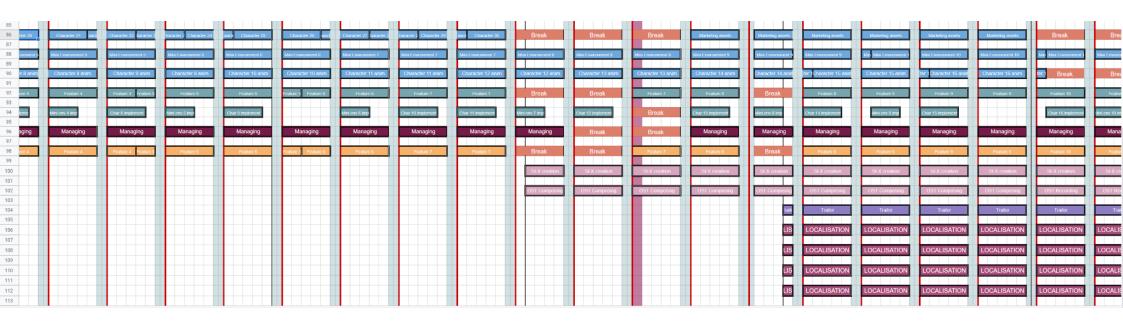




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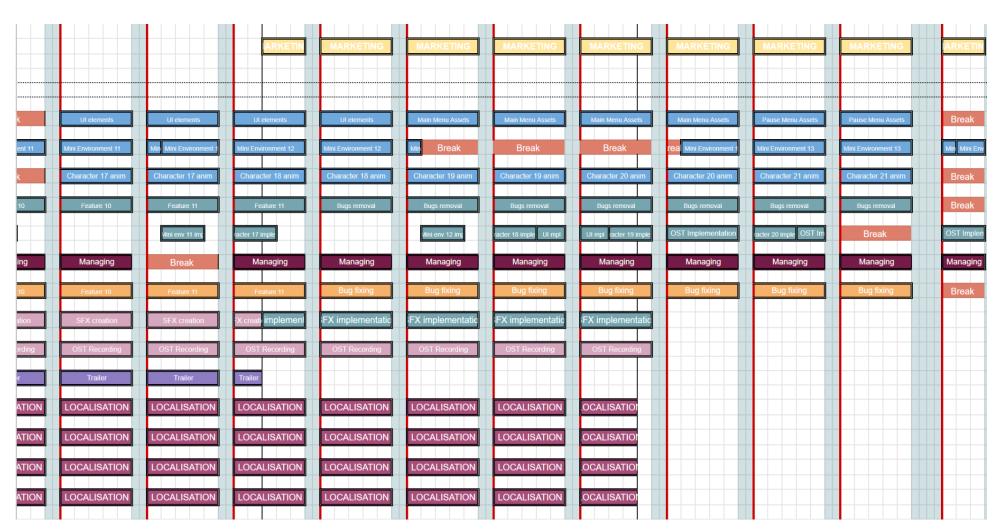




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Format: android, iOS, Nintendo Switch





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Post-Production Schedule



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