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:
https://docs.google.com/spreadsheets/d/1RGAPOSA57vYk9t66CHHxrdDx8XEpcOUz8X0-k8eG2s4/edit?usp=sharing

NEWLEAF GAMES

Project Budget - Cyber Farm
Target Audience: 12+, construction and management simulator game enjoyers
Format: android, iOS, Nintendo Switch

Lorena-Maria Neagoe

Cyber Farm 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:

ART - concept art, animation, UI & menus assets, assets for marketing campaigns;

AUDIO - SFX assets & OST;

PROGRAMMING - features implementation, assets implementation, bug fixing;

MARKETING - marketing campaigns in UK, USA, Australia, Romania, Germany, Japan & South Korea

PRODUCER - team managing, chasing sponsors making sure deadlines are met, managing project budget;

VIDEO - trailer editing;

GAME DESIGNER - coming up with fun, enjoyable gameplay mechanics and features;

LOCALISATION - Romanian, Japanese, Korean & German translation;

ALL - team meetings involving all department

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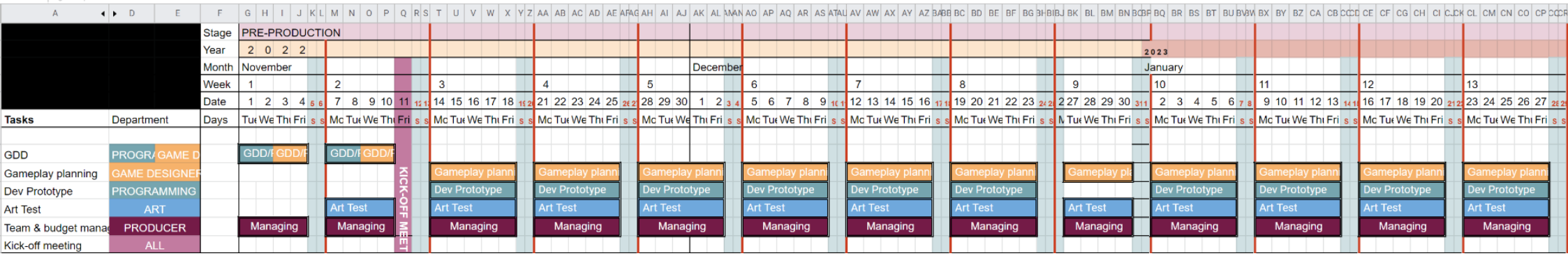
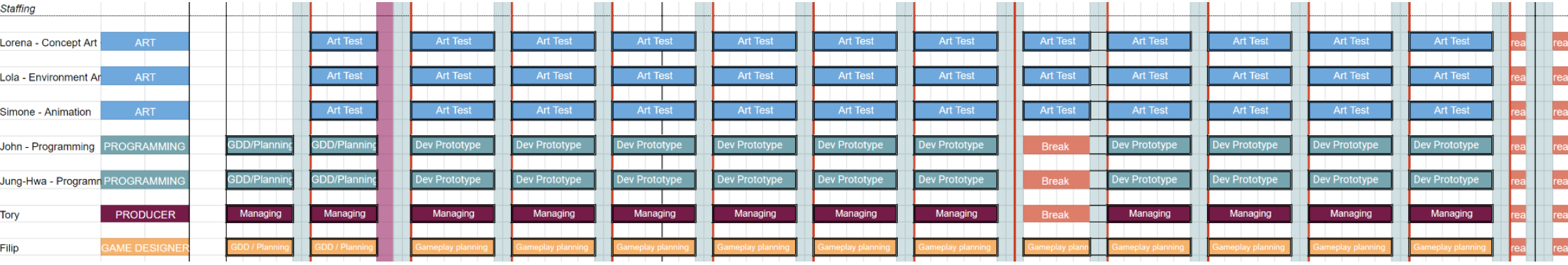
Pre-Production Schedule





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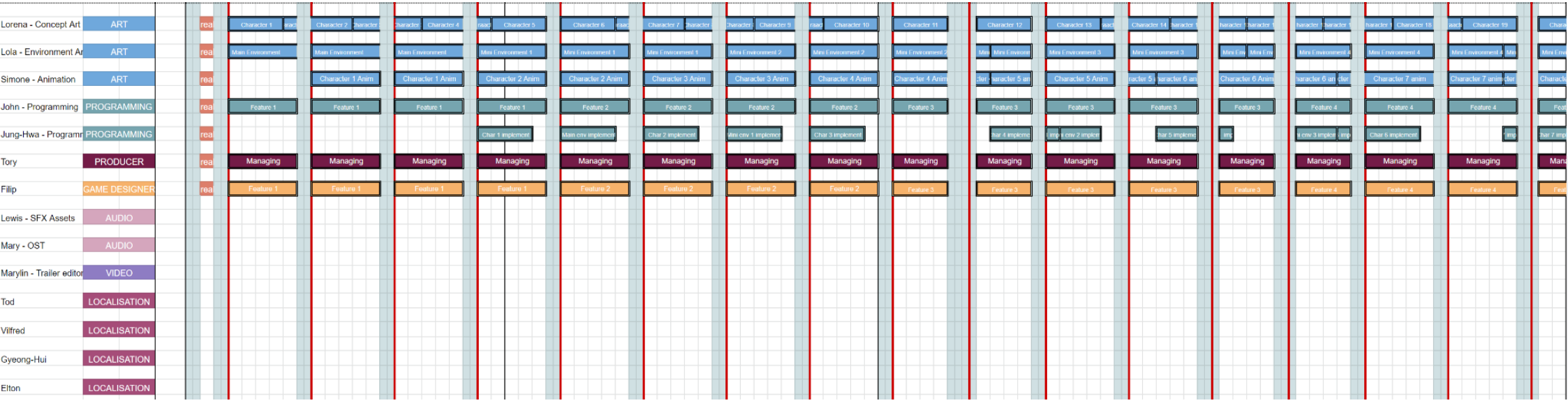
Production Schedule



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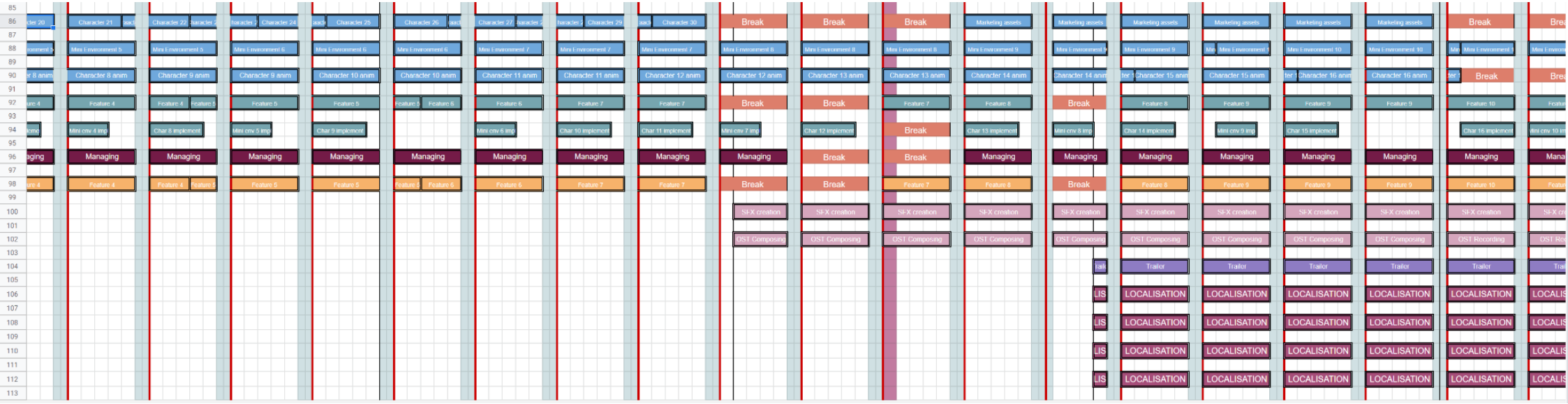

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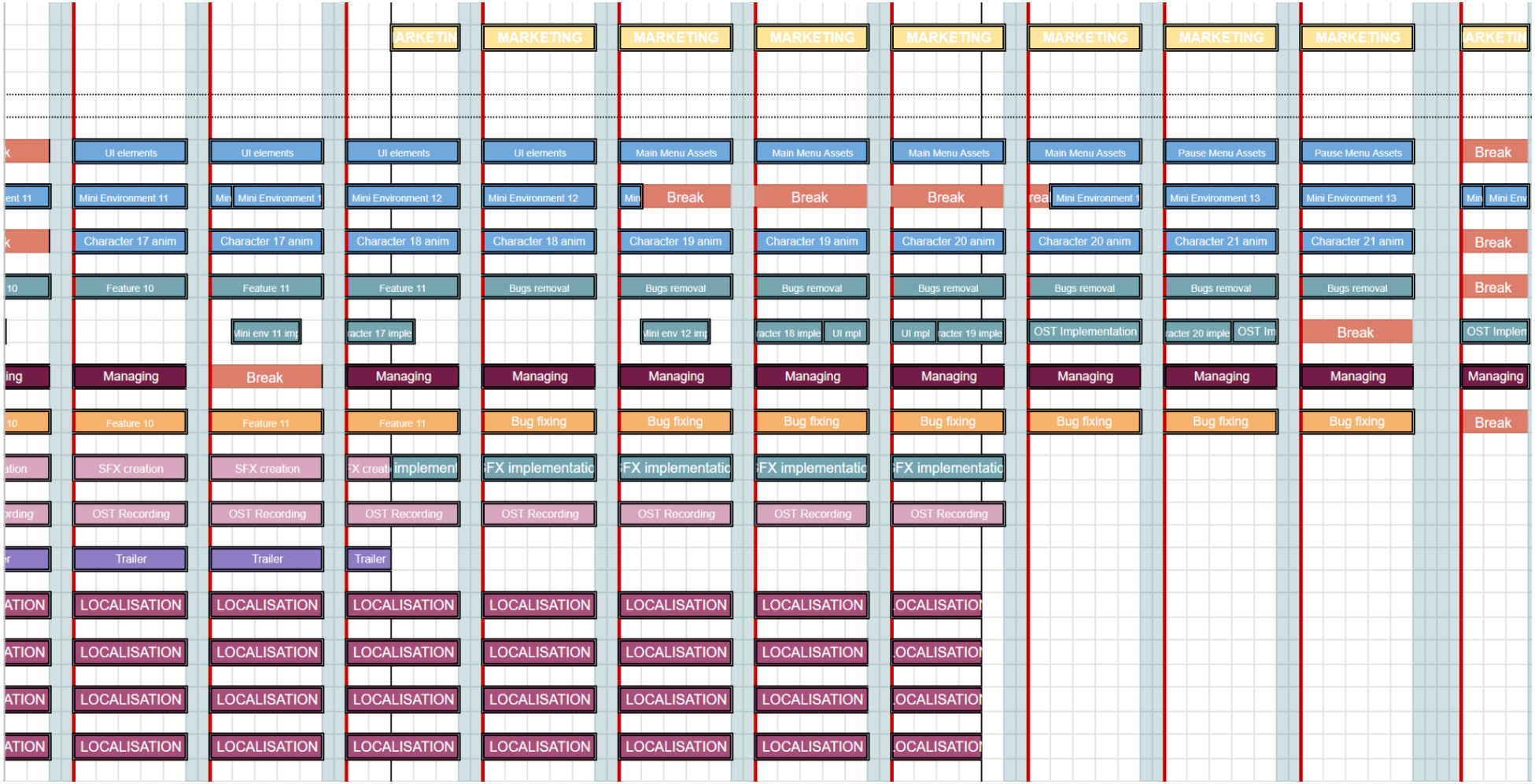

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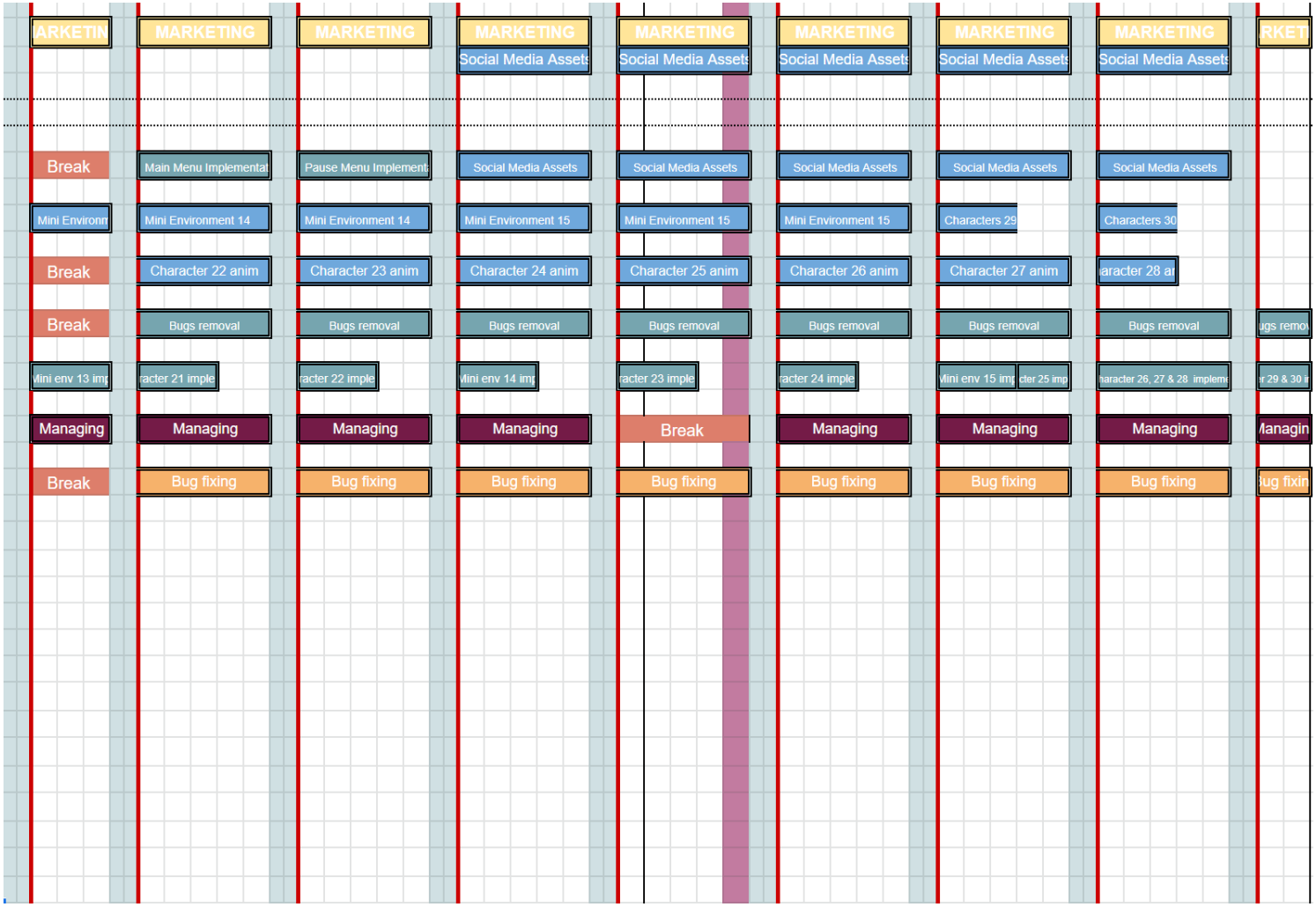
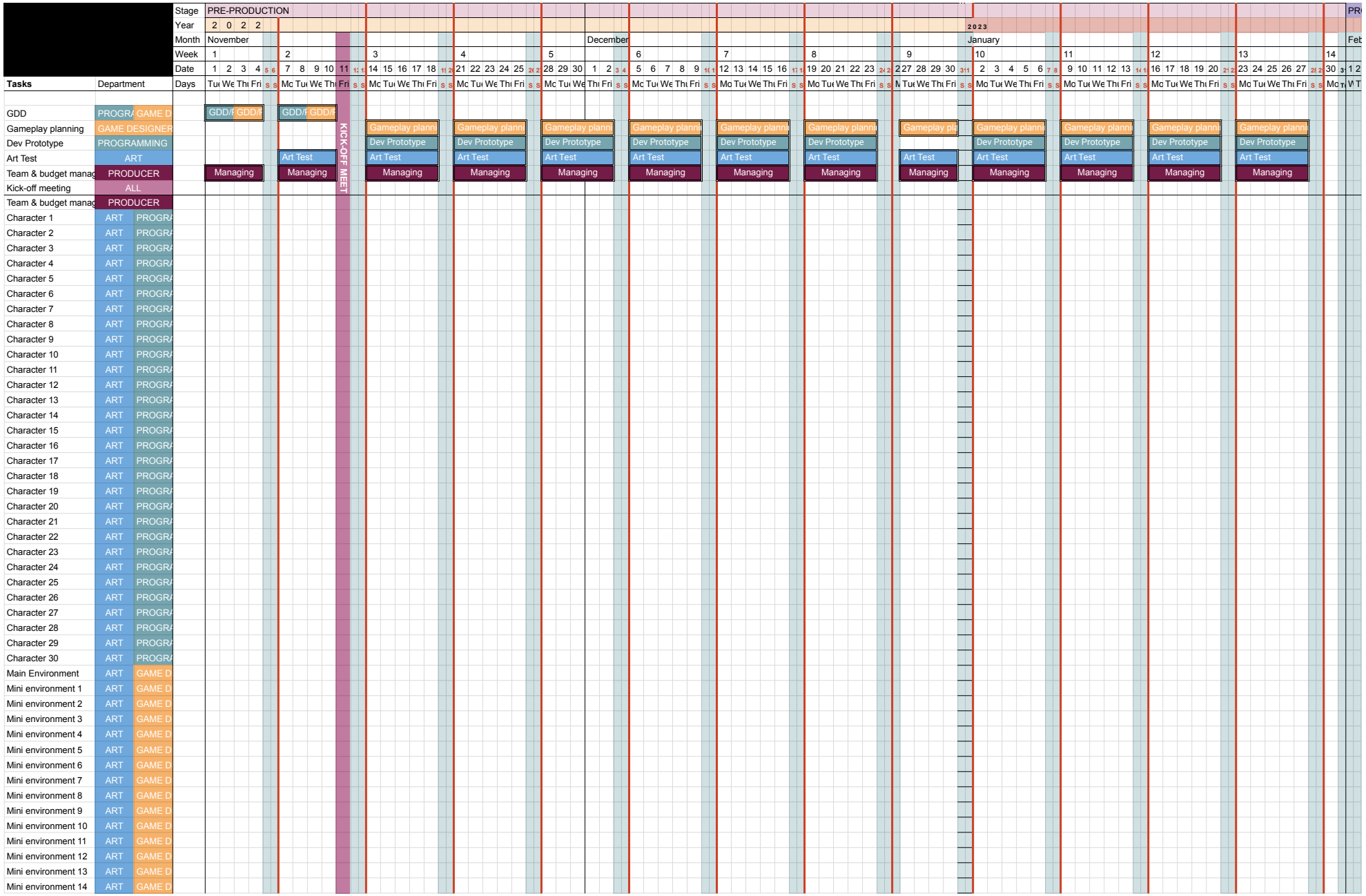
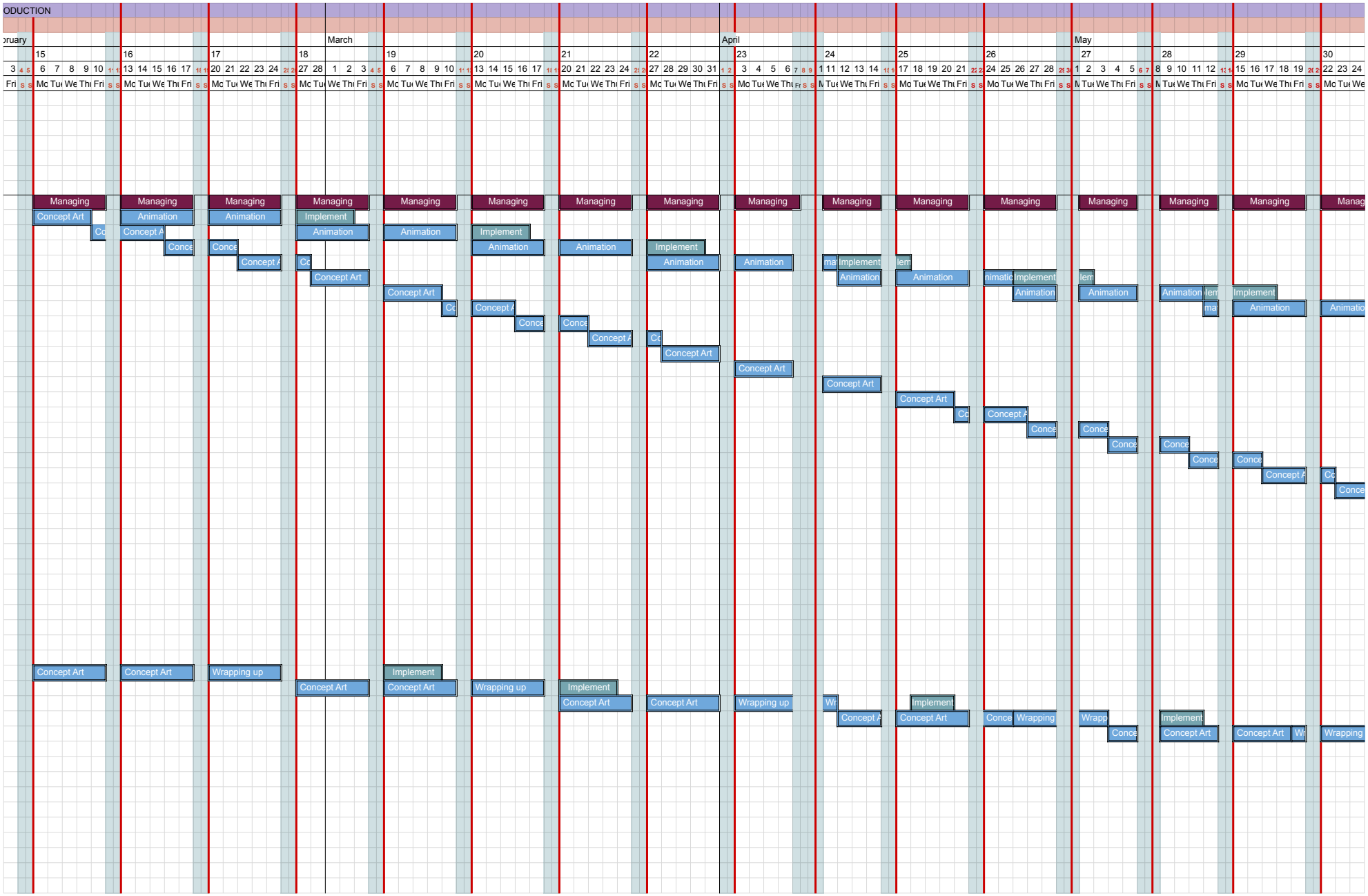
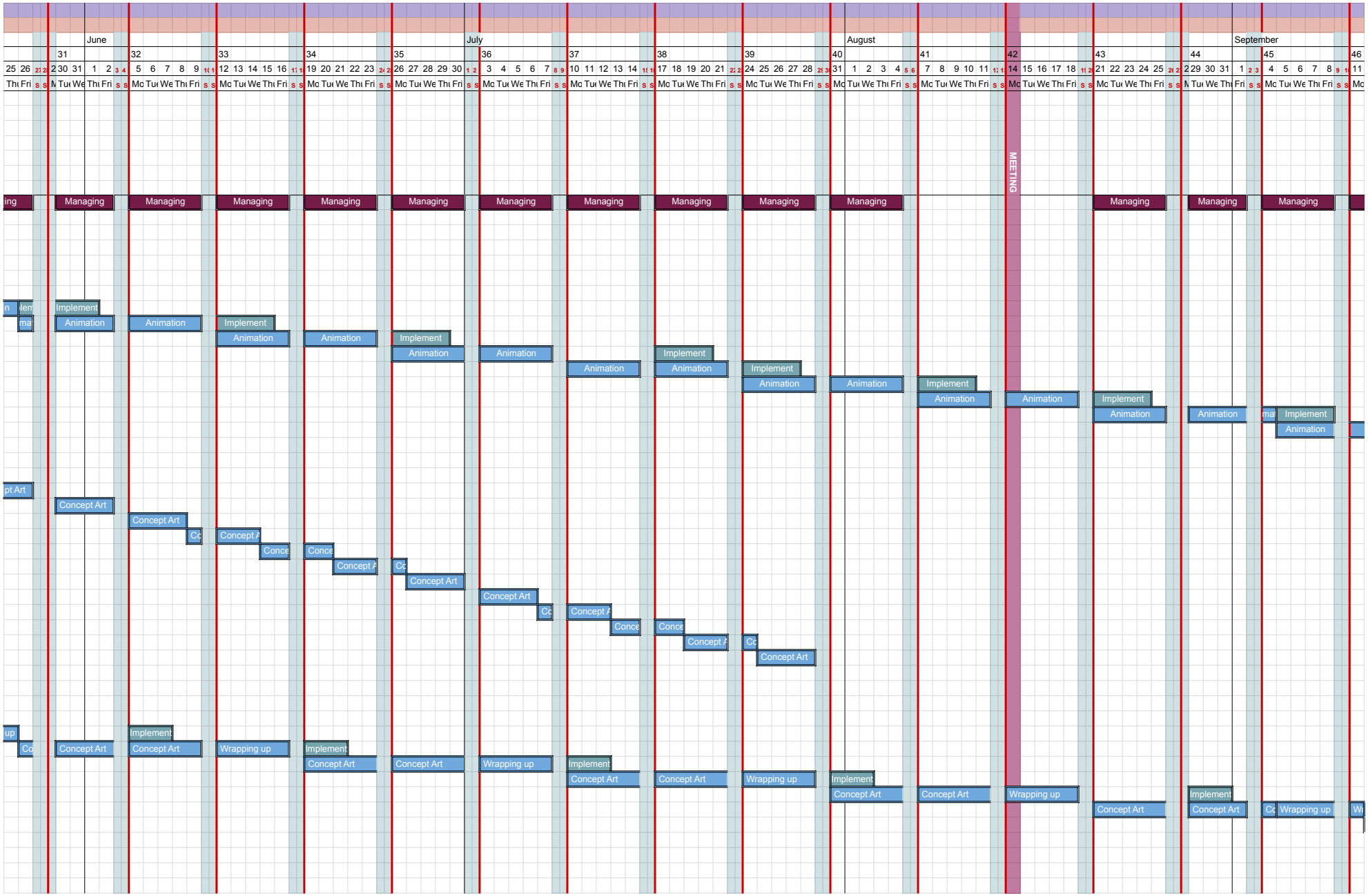
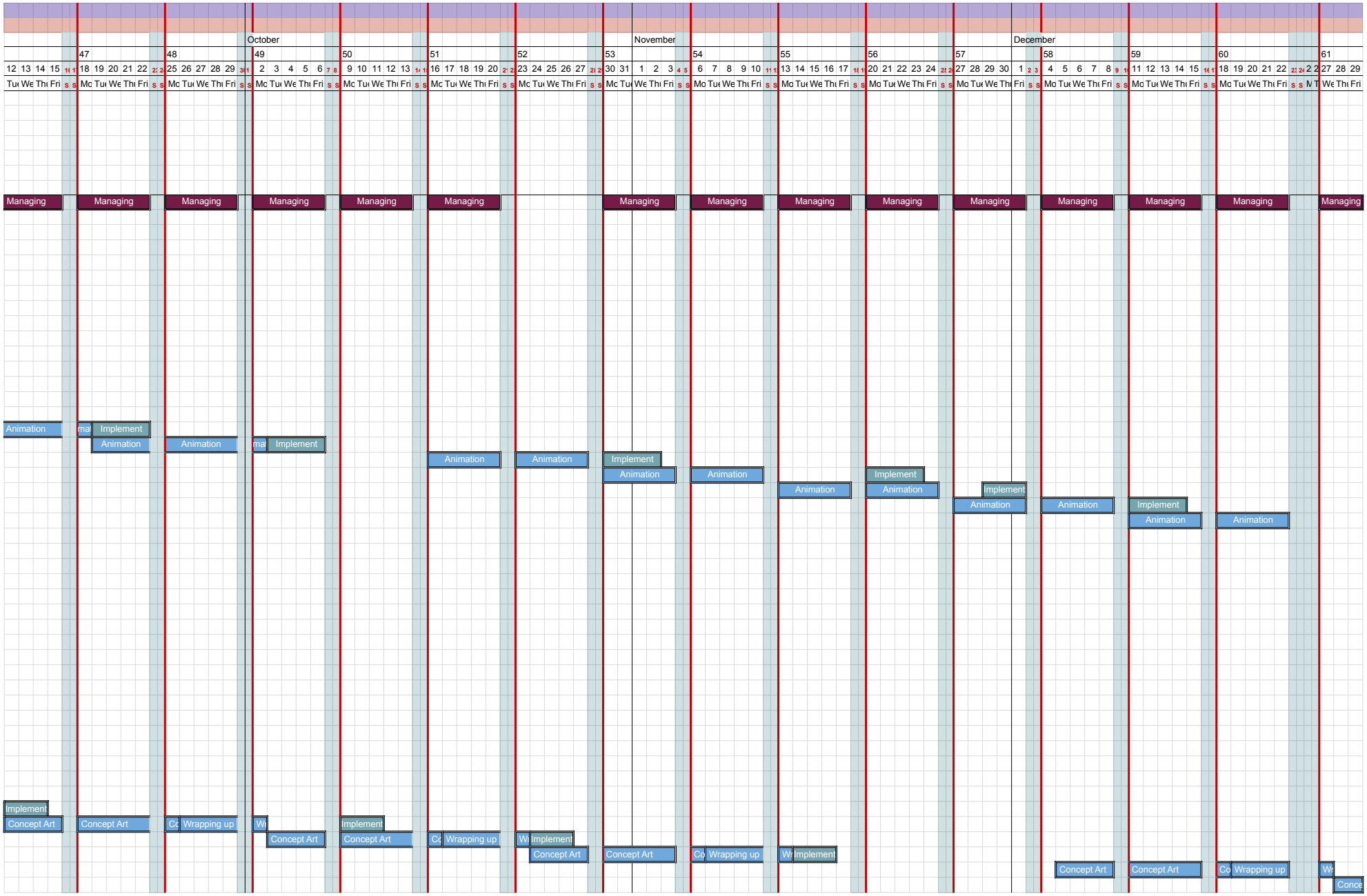
Post-Production Schedule

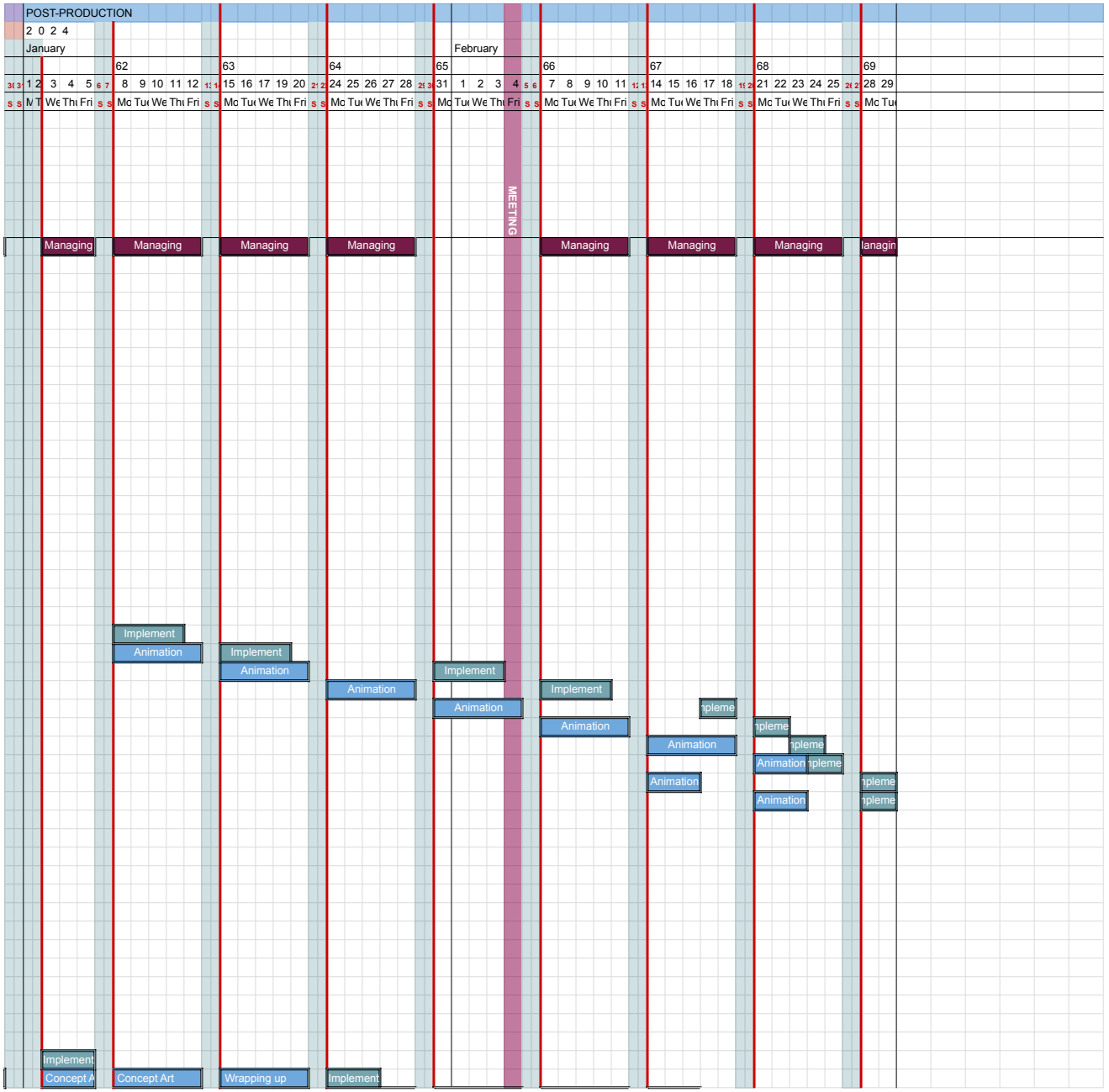


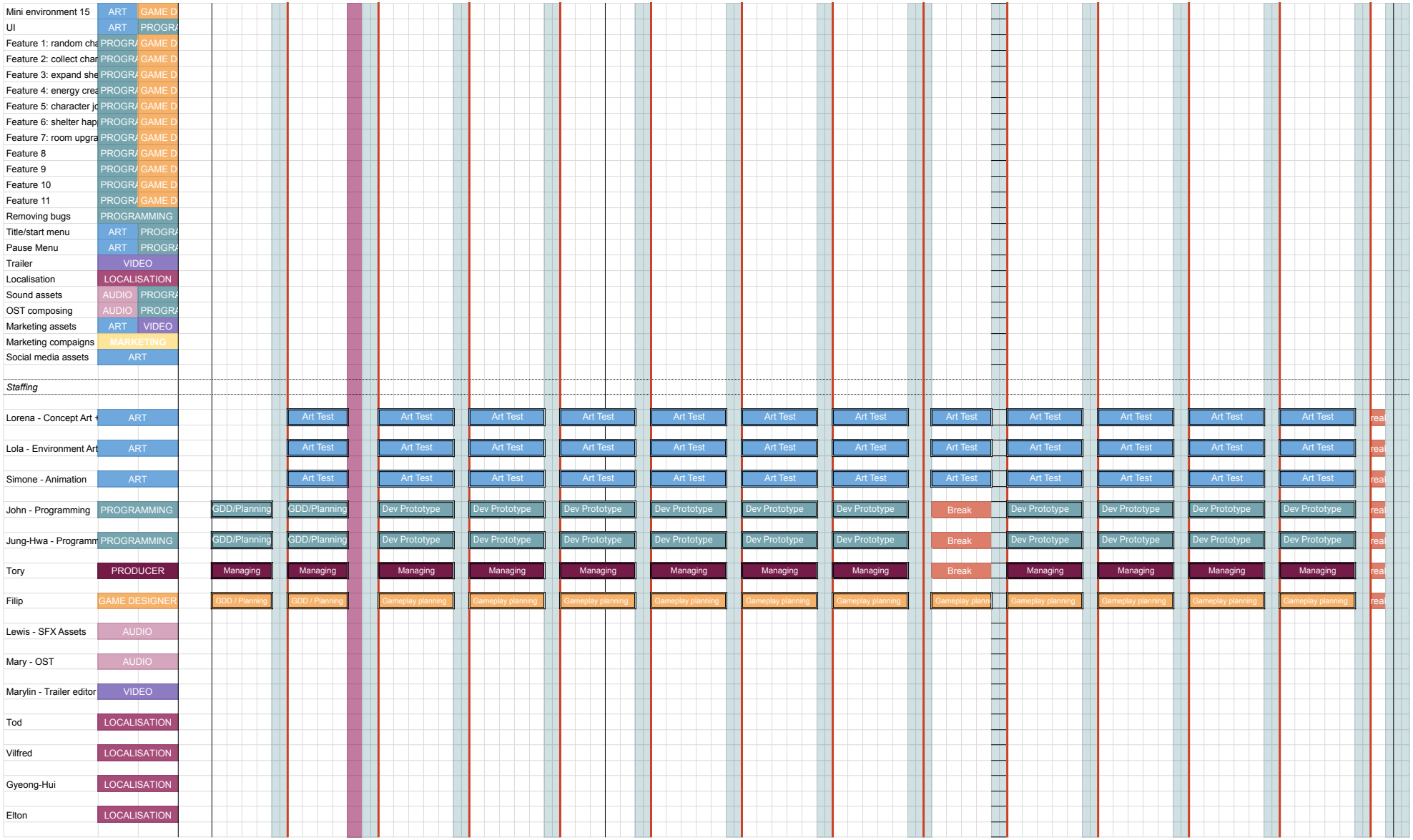

Stage
PRE-PRODUCTION
Year
2023
Month
November
December
January
Week
Date
Tasks
Department
Days
GDD
Gameplay planning
Dev Prototype
Art Test
Team & budget manag
Kick-off meeting
Team & budget manag
Character 1
Character 2
Character 3
Character 4
Character 5
Character 6
Character 7
Character 8
Character 9
Character 10
Character 11
Character 12
Character 13
Character 14
Character 15
Character 16
Character 17
Character 18
Character 19
Character 20
Character 21
Character 22
Character 23
Character 24
Character 25
Character 26
Character 27
Character 28
Character 29
Character 30
Main Environment
Mini environment 1
Mini environment 2
Mini environment 3
Mini environment 4
Mini environment 5
Mini environment 6
Mini environment 7
Mini environment 8
Mini environment 9
Mini environment 10
Mini environment 11
Mini environment 12
Mini environment 13
Mini environment 14
PROGRAMMING
GAME DESIGNER
ART
PRODUCER
ALL
Managing
Gameplay planning
Dev Prototype
Art Test
KICK-OFF MEET

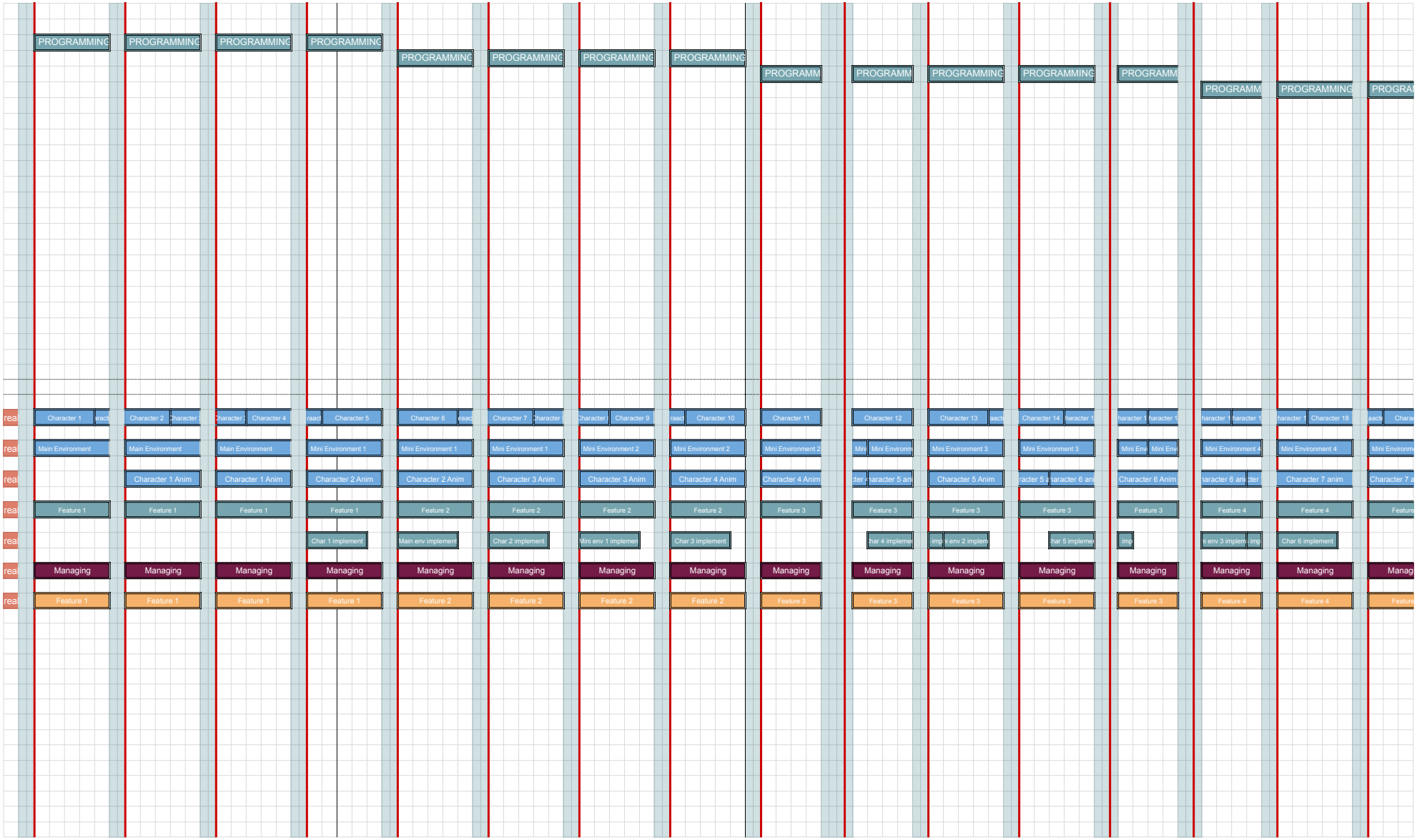

ODUCTION
March
April
May
Managing
Concept Art
Animation
Implement
Wrapping up

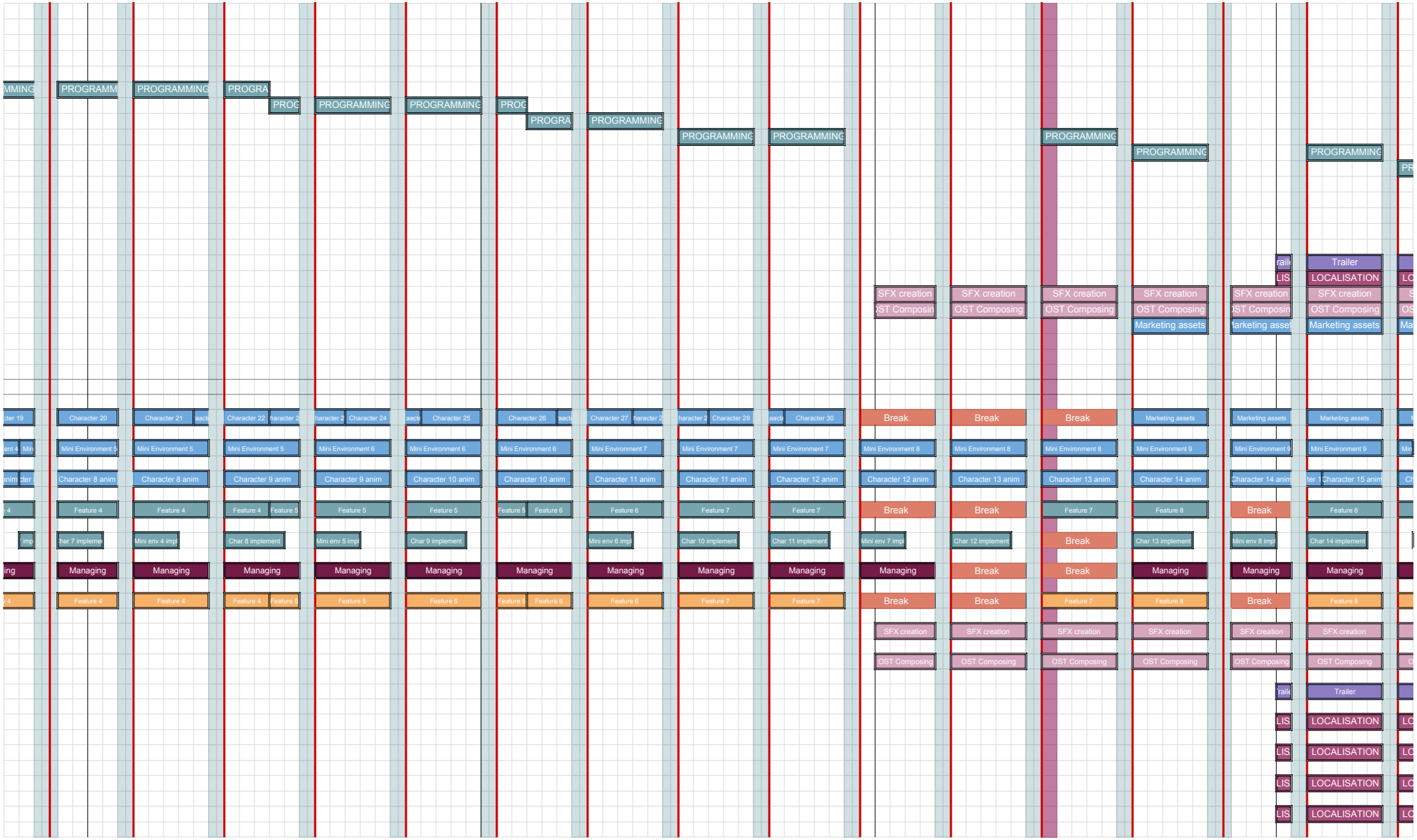

June
July
August
September
MEETING
Managing
Implement
Animation
Concept Art
Wrapping up

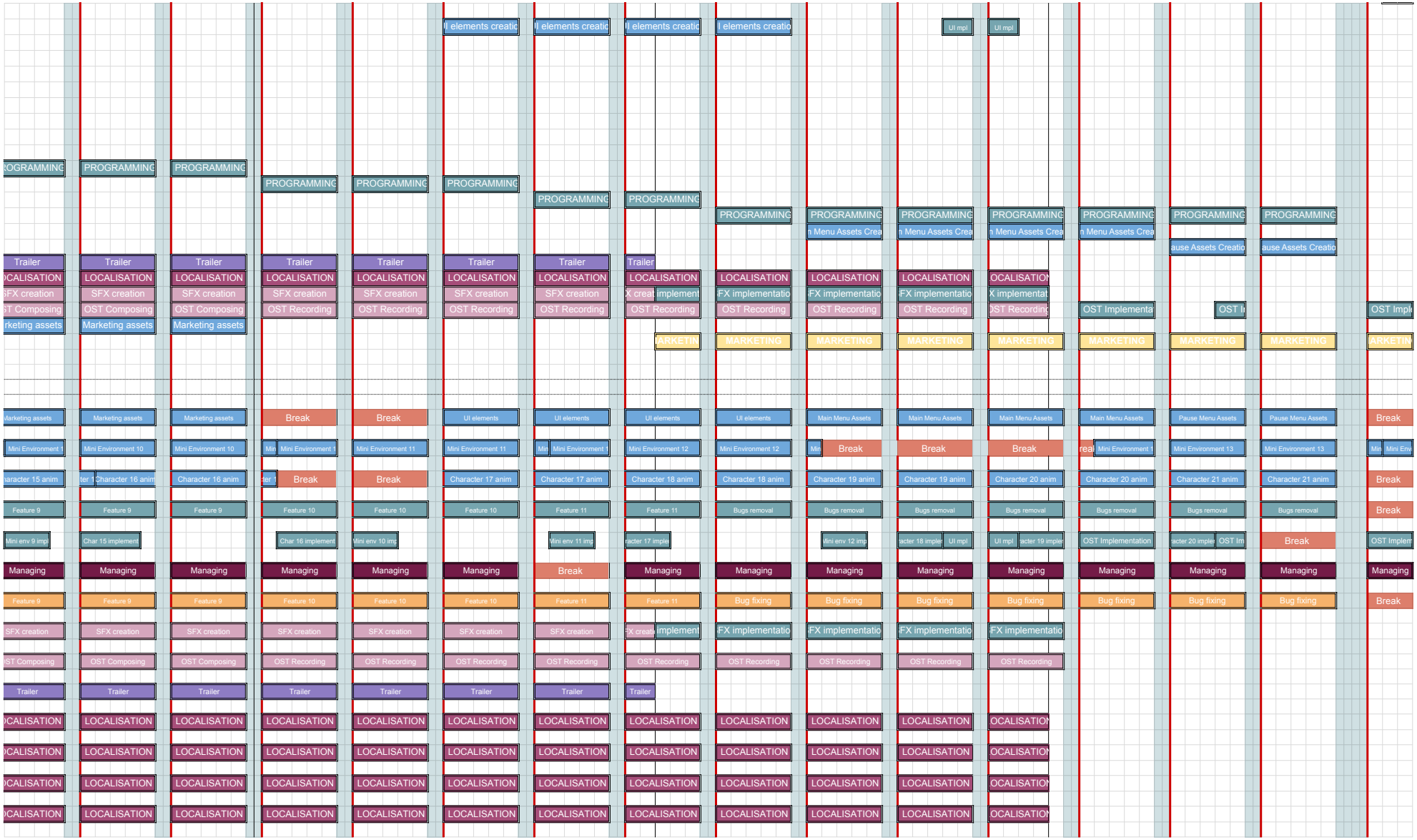

October
November
December
Managing
Animation
Implement
Concept Art
Wrapping up

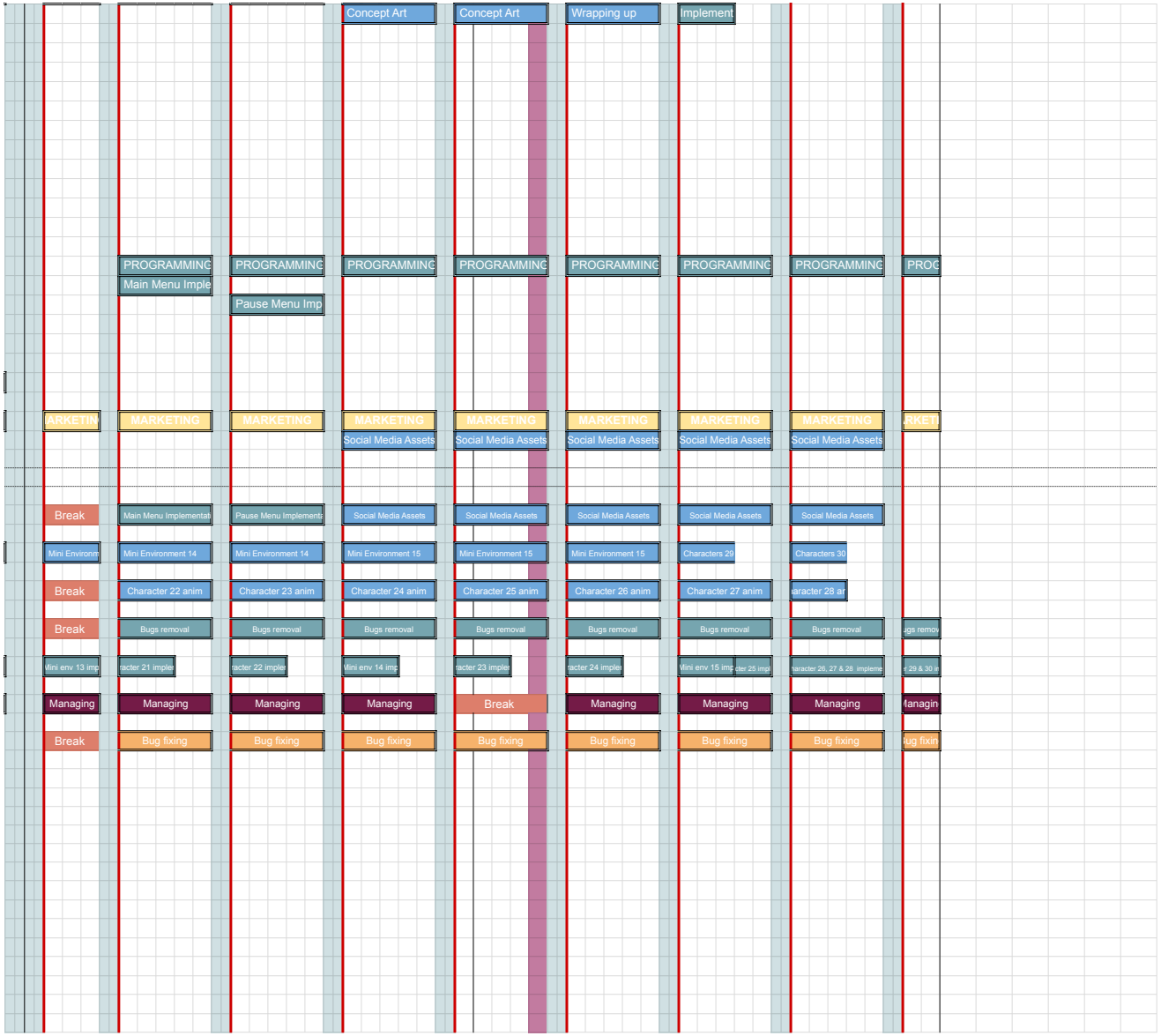

POST-PRODUCTION
2024
January
February
MEETING
Managing
Implement
Animation
Concept Art
Wrapping up


Mini environment 15
ART
GAME D
UI
ART
PROGRA
Feature 1: random cha
PROGRA
GAME D
Feature 2: collect char
PROGRA
GAME D
Feature 3: expand she
PROGRA
GAME D
Feature 4: energy crea
PROGRA
GAME D
Feature 5: character jo
PROGRA
GAME D
Feature 6: shelter hap
PROGRA
GAME D
Feature 7: room upgra
PROGRA
GAME D
Feature 8
PROGRA
GAME D
Feature 9
PROGRA
GAME D
Feature 10
PROGRA
GAME D
Feature 11
PROGRA
GAME D
Removing bugs
PROGRAMMING
Title/start menu
ART
PROGRA
Pause Menu
ART
PROGRA
Trailer
VIDEO
Localisation
LOCALISATION
Sound assets
AUDIO
PROGRA
OST composing
AUDIO
PROGRA
Marketing assets
ART
VIDEO
Marketing compaigns
MARKETING
Social media assets
ART
Staffing
Lorena - Concept Art +
ART
Art Test
Lola - Environment Art
ART
Art Test
Simone - Animation
ART
Art Test
John - Programming
PROGRAMMING
GDD/Planning
Dev Prototype
Break
Jung-Hwa - Programm
PROGRAMMING
GDD/Planning
Dev Prototype
Break
Tory
PRODUCER
Managing
Break
Filip
GAME DESIGNER
GDD / Planning
Gameplay planning
Gameplay plan
Lewis - SFX Assets
AUDIO
Mary - OST
AUDIO
Marylin - Trailer editor
VIDEO
Tod
LOCALISATION
Vilfred
LOCALISATION
Gyeong-Hui
LOCALISATION
Elton
LOCALISATION


PROGRAMMING
Character 1
Character 2
Character 4
Character 5
Character 6
Character 7
Character 9
Character 10
Character 11
Character 12
Character 13
Character 14
Character 18
Main Environment
Mini Environment 1
Mini Environment 2
Mini Environment 3
Mini Environment 4
Character 1 Anim
Character 2 Anim
Character 3 Anim
Character 4 Anim
Character 5 Anim
Character 6 Anim
Character 7 anim
Feature 1
Feature 2
Feature 3
Feature 4
Char 1 implement
Main env implement
Char 2 implement
Mini env 1 implement
Char 3 implement
Char 6 implement
Managing


PROGRAMMING
Character 20
Character 21
Character 22
Character 24
Character 25
Character 26
Character 27
Character 29
Character 30
Break
Marketing assets
Trailer
LOCALISATION
SFX creation
OST Composing
Mini Environment 5
Mini Environment 6
Mini Environment 7
Mini Environment 8
Mini Environment 9
Character 8 anim
Character 9 anim
Character 10 anim
Character 11 anim
Character 12 anim
Character 13 anim
Character 14 anim
Character 15 anim
Feature 4
Feature 5
Feature 6
Feature 7
Feature 8
Char 7 implement
Mini env 4 imp
Char 8 implement
Mini env 5 imp
Char 9 implement
Mini env 6 imp
Char 10 implement
Char 11 implement
Mini env 7 imp
Char 12 implement
Char 13 implement
Mini env 8 imp
Char 14 implement
Managing


PROGRAMMING
Trailer
LOCALISATION
SFX creation
OST Composing
Marketing assets
OST Recording
Break
UI elements
Main Menu Assets
Pause Menu Assets
Mini Environment 10
Mini Environment 11
Mini Environment 12
Mini Environment 13
Character 15 anim
Character 16 anim
Character 17 anim
Character 18 anim
Character 19 anim
Character 20 anim
Character 21 anim
Feature 9
Feature 10
Feature 11
Bugs removal
Managing
Bug fixing
MARKETING
OST Implementation


Concept Art
Concept Art
Wrapping up
Implement
PROGRAMMING
Main Menu Imple
Pause Menu Imp
MARKETING
Social Media Assets
Break
Main Menu Implementati
Pause Menu Implementa
Mini Environment 14
Mini Environment 15
Characters 29
Characters 30
Character 22 anim
Character 23 anim
Character 24 anim
Character 25 anim
Character 26 anim
Character 27 anim
Bugs removal
Managing
Bug fixing