	500,000									
Month J					FEBRUARY	24242			MARCH	2//2/2
Monday	1/6/25	1/13/25	1/20/25	1/27/25	2/3/25	2/10/25		2/24/25		
Friday	1/10/25	1/17/25	1/24/25	1/31/25	2/7/25	2/14/25	2/21/25	2/28/25	3/7/25	3/14/25
WEEKS	1	2	3	4	5	6	7	8	9	10
PRE PRODUCTION										
Producer										
Game Director										
Writers/Editors										
Storyboards/Edit										
ors Voice Actors										
CONCEPT										
Lead Designer										
Character										
Designer										
Environment										
Design										
Prop Design 1										
Prop Design 2										
PRODUCTION										
GAME TESTING Texture: game	SAME BETA TE	ESTING ANNOU	NCEMENT							
Environmental/s										
et lighting										<u> </u>
Textures: story										
Layout: story										
Animation:										
game										
Animation: story										
POST PRODUCTIO	N									
Final Lighting/										
FX										
Final Testing										
Composisting										
Marketing/Soun										
d Team										

3/17/25 3/21/25	3/24/25 3/28/25	3/31/25 4/4/25	4/7/25 4/11/25	4/14/25 4/18/25	4/21/25 4/25/25	MAY 4/28/25 5/2/25	5/5/25 5/9/25	5/12/25 5/16/25	5/19/25	JUNE 5/26/25 5/30/25
11	12	13	14	15	16	17	18	19	20	21
									BETA TESTING	G SIGN UPS OF

			JULY				AUGUST			
6/2/25 6/6/25	6/9/25 6/13/25	6/16/25 6/20/25	6/23/25 6/27/25	6/30/25 7/4/25	7/7/25 7/11/25	7/14/25 7/18/25	7/21/25 7/25/25	7/28/25 8/1/25	8/4/25 8/8/25	8/11/25 8/15/25
6/6/25	6/13/25	6/20/25	6/27/25	7/4/25	7/11/25	7/18/25	7/25/25	8/1/25	8/8/25	8/15/25
22	23	24	25	26	27	28	29	30	31	32
'EN		·						BETA TESTING	G BEGINS - VO	LUNTEERS

SEPTEMBER				OCTOBER				NOVEMBER		
8/18/25	8/25/25	9/1/25	9/8/25	9/15/25	9/22/25	9/29/25	10/6/25	10/13/25	10/20/25	10/27/25 10/31/25
8/22/25	8/29/25	9/5/25	9/12/25	9/19/25	9/26/25	10/3/25	10/10/25	10/17/25	10/24/25	10/31/25
33	34	35	36	37	38	39	40	41	42	43

DE 11/3/25 11/7/25	11/10/25 11/14/25	11/17/25 11/21/25	11/24/25 11/28/25	12/1/25 12/5/25	January 2027 12/8/25 12/12/25	12/15/25 12/19/25	12/22/25 12/26/25	12/29/25 1/2/26	1/5/26 1/9/26	
44	45	46	47	48	49	50	51	52	53	

				一			
2							
442							
190		500,000					
				\top			
			Number of			Calculated	
	Units		Weeks	٧	Neekly Rate	Rate	
Producer		2	5	2	2200	114400	
Game Director		2	5:	2	1000	52000	
				\perp			
			Number of			Calculated	
Pre-Production	Units		scripts/weeks		lat Rate	Rate	
Writer		2		5	8000	70000	
Story Artist		5		0	1,400	14000	Cut scenes
Concept Artists		4		0	2500		
			Number of			Calculated	
Production	Units		Weeks	V	Neekly Rate	Rate	
Surface Artists				+	1600	6400	
Game Animator		7	1	4	1600 1200	6400 12000	
Story Animators		7	1		1200	12000	
Lighting		2		6	2600	15600	
Layout		2		6	1400	8400	
Post-			Number of	o _l	1400	0400	
Production	Units		Weeks	ν	Weekly Rate	Calculated Rate	9
FX		2		0	1700	17000	
Edit		2		0	1900	19000	
Marketing Tean		1	1	4	5000	70000	
Sound Team		1		8	2000	16000	
TOTAL				Ţ,		426800	

	500,000							
Units	Formulas							
Cycles	7							
Seconds	7							
Frames	168	24 fps						
Shots		For each level						
	-							
	DESIGN		MODEL # of days	RIG # of days	SURFACE # of days			
Characters	220.011		mobile in or days	The mendage				
Hero-full rig -								
non speaking	2		10	0	10	2D hand drawn	, model is for 2d	turnaround and
Secondary-full								
rig no								
speaking	5		10	0	10			
Props								
Gem								
Shards/Compl								
ete Gem	2		2	0	3			
Set-Painted Bgs	 S							
5	5		0	0	20			
FX								
Larger FX	5		0	0	5			
Smaller FX	3				3			
TOTAL DAY	22		22	0	51			
TOTAL WEEKS	4.4		4.4	0	10.2			

surfaces is just	painted characte	ers, 'modelers' 4	l weeks are add	ed to character	design for turnar	ound
-						