



Project Pitch

Welcome everyone!

This is my game pitch for my project called "SYNERGY"





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WHO AM I?

My name is Dave Meyer, but online I'm known as "JstDave"!



I've been in the gaming scene for over 10 years now, playing and looking into the development of games since I was as young as 12 years old.



As well as playing games, I've been streaming them on Twitch as well and since 2020 you can even find them online and watch them back.



You can find all of my work, projects and things I have done over the years under <https://jstdave.com>. Be sure to check it out if you're interested!



I have been studying to become a game artist since 2019 and about to graduate. Right after my graduation I want to work fulltime on this game.





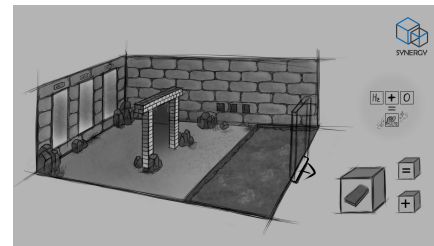
SYNERGY

WHAT IS SYNERGY?

Synergy is an adventure puzzle game containing never-seen mechanics

The objective of Synergy is to solve an Overworld puzzle with combining cubes found in Escape-Room levels that you can access from the Overworld.

Mostly the overworld is going to be a 3D environment consisting of portals to the Escape-Room levels with there being a problem like a bridge made of water that you can't cross without changing the water to a solid object.





SCRIPT BREAKDOWN

What is Synergy about? What happened?

You wake up, not knowing where you are or where you came from. The only thing you see is a hallway full of doors and a sheet of paper explaining how to solve the puzzles that are ahead of you. It also tells you that you need to solve those puzzles to get back to the ones you love.

In the course of the game you learn who you are and where you came from. But one question is still unanswered: Why are you here?...



As soon as you leave the start hallway you find yourself in a massive cave with one way further, across a bridge. Unfortunately, this bridge is made of water so you can't cross.

SCRIPT BREAKDOWN

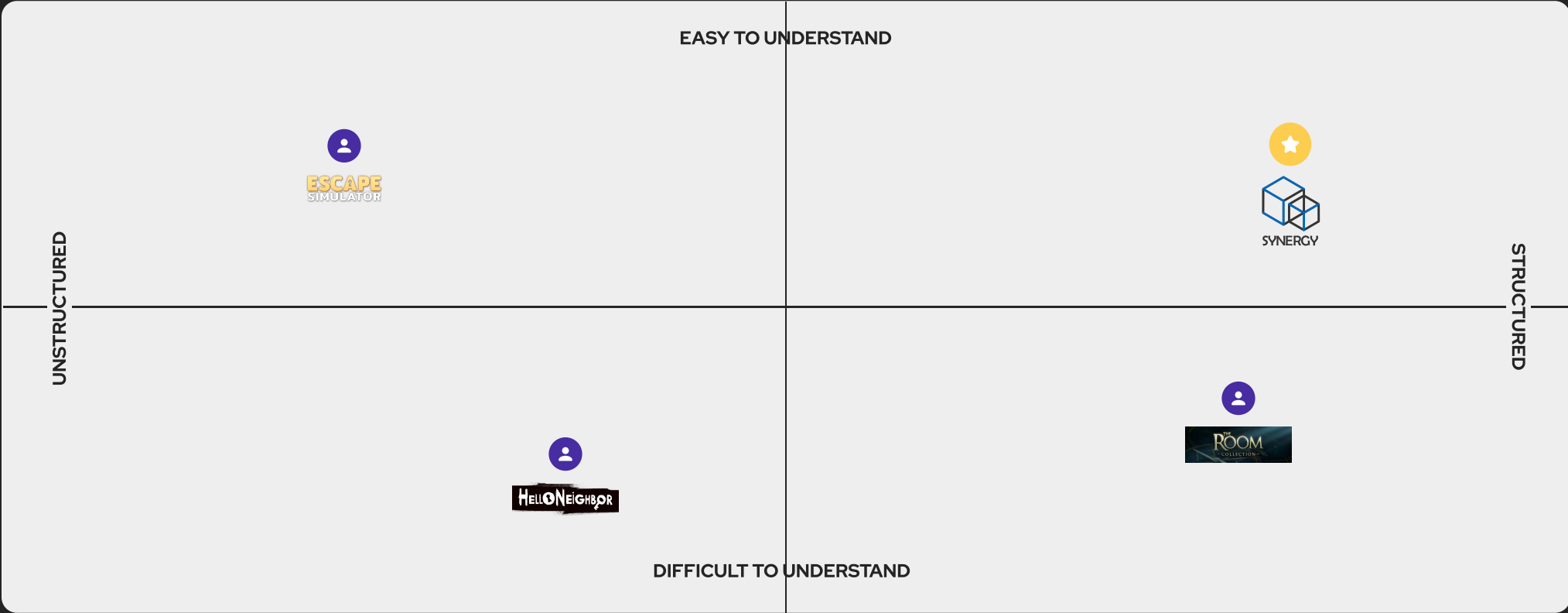
In this level, the first mechanic of the game is shown: Cubes.

Cubes are there for you to combine them to make something useful to solve the puzzle and go on to the next area. In most of the areas there will be multiple ways to find a solution, but in the first one there is only one combination you can make to get the player into the mechanic and make them learn how to use it correctly. Here the first puzzle is "Water = ..." and you need to find something to fit here that could possibly change the water into a solid so you can cross the bridge without falling into your death.



SYNERGY AGAINST THE COMPETITION

Our game has the advantage over other adventure puzzle games of being easily understood by the player with still having a structured game.



BUDGET AND COSTS

I have made a Budget Plan for the creation of Synergy with the thought of me outsourcing most of the work

I was looking at how much money I need if I completely look at all the possible costs that could come my way. Here I looked at the average salary of every part of a game creation that I would need and calculated that up to how much I would need for 1 year of production.

55K

For the programmer

16K

For a Business Manager

24K

For the Level Designer

40K

For other employees of JstDave

BUDGET AND COSTS

Programming

- 1440 hours - hourly salary of 35\$ - +400\$ for extra expenses
- 1000\$ for a new computer for the programmer

\$51,800/year

Level-Design

- 640 hours - hourly salary of 32\$ - +100\$ for extra expenses
- 1000\$ for a new computer for the level designer

\$21,580/year

Sound FX

- 80 hours - hourly salary of 34\$ - +100\$ for extra expenses
- 500\$ for a new computer for the Sound FX employee

\$3,320/year

Music

- 180 hours - hourly salary of 25\$ - +100\$ for extra expenses
- 500\$ for a new computer for the level music producer

\$5,100/year

Animator

- 420 hours - hourly salary of 30\$ - +100\$ for extra expenses
- 1000\$ for a new computer for the animator

\$13,700/year

Business

- 480 hours - hourly salary of 30\$ - +200\$ for extra expenses
- 200\$ for a new computer for the business manager

\$14,800/year

Game Testing

- 180 hours - hourly salary of 15\$
- 500\$ for 8 new computers for the game testers

\$6,700/year

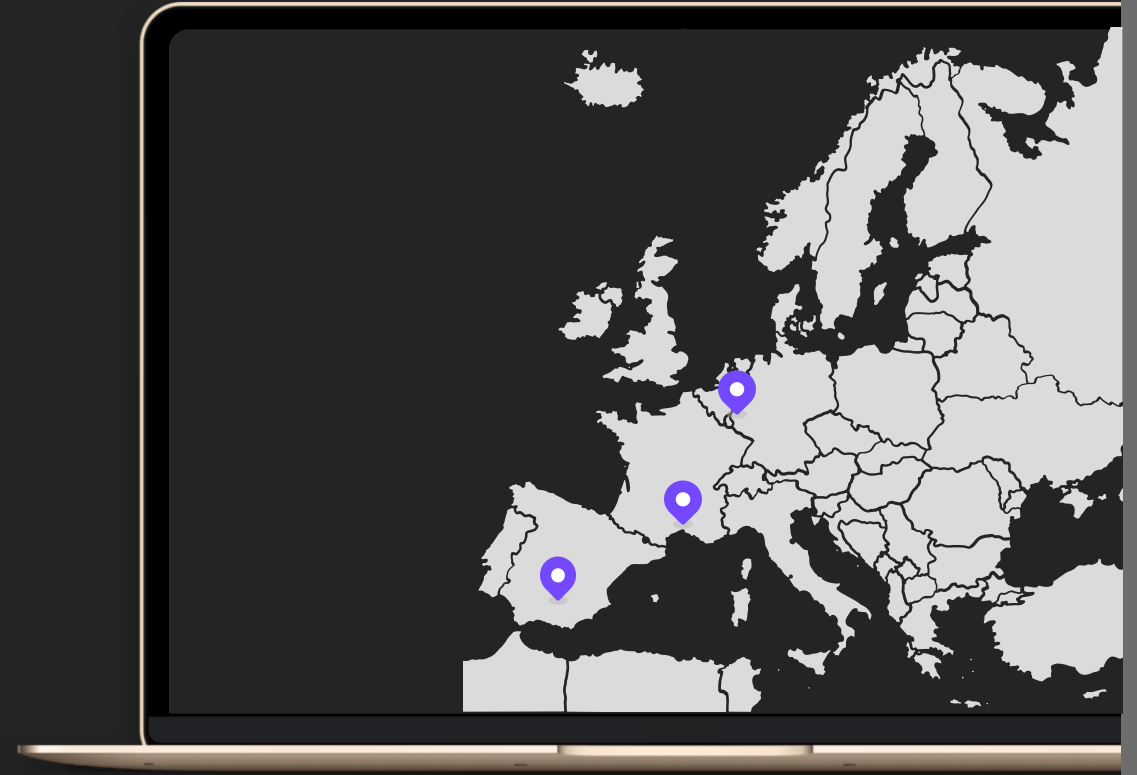
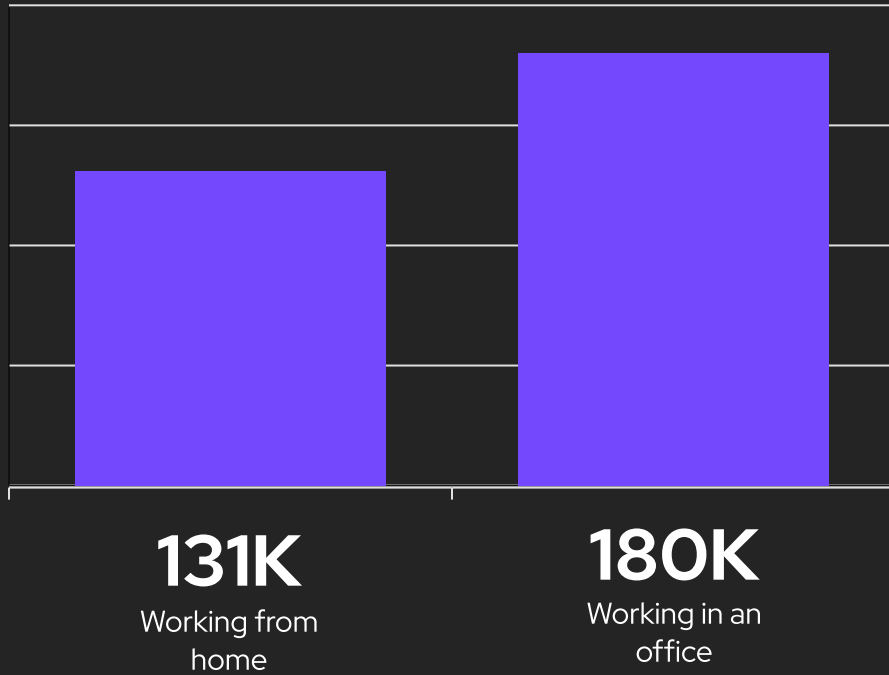
Marketing

- Marketing the game on social media
- Sending free examples of the game to popular creators

\$4,000/year

BUDGET AND COSTS

Because we only offer home-office jobs, our costs went down by more than 30%



Project Budget for Synergy in 1 year

Project Name:	
Department:	Game Development
Supervisor Name:	Dave Meyer

BUDGET AND COSTS



WBS	Project Tasks	Assigned To:	Labor		Computers		Travel	Other	Fixed	Misc.	BUDGETED	ACTUAL	BALANCE UNDER/OVER	
			Planned	Actual Hours	\$/HR	UNITS								\$/UNITS
1.0	Programming	///	1500.0	1440.0	\$ 35.00	1.0	\$ 1,000.00	\$ -	\$ 400.00	\$ -	\$ 55,000.00	\$ 51,800.00	\$ 3,200.00	
2.0	Level Designing	///	720.0	640.0	\$ 32.00	1.0	\$ 1,000.00	\$ -	\$ 100.00	\$ -	\$ 24,000.00	\$ 21,580.00	\$ 2,420.00	
3.0	Producing the story / setting	Dave Meyer	400.0	450.0	\$ -	0.0	\$ 2,000.00	\$ -	\$ 10,000.00	\$ -	\$ 15,000.00	\$ 10,000.00	\$ 5,000.00	
5.0	Animator	///	100.0	100.0	\$ -	1.0	\$ 1,000.00	\$ -	\$ 100.00	\$ -	\$ 1,000.00	\$ 1,300.00	\$ 1,300.00	
5.0	Animator	///	450.0	450.0	\$ -	1.0	\$ 1,000.00	\$ -	\$ 100.00	\$ -	\$ 15,000.00	\$ 13,700.00	\$ 1,300.00	
7.0	Business Managing	///	200.0	200.0	\$ -	1.0	\$ 1,000.00	\$ -	\$ 100.00	\$ -	\$ 1,000.00	\$ 1,200.00	\$ 1,200.00	
7.0	Business Managing	///	480.0	480.0	\$ 30.00	1.0	\$ 1,000.00	\$ -	\$ 200.00	\$ -	\$ 15,000.00	\$ 15,000.00	\$ 1,200.00	
9.0	Game testing	///	20.0	20.0	\$ -	1.0	\$ 1,000.00	\$ -	\$ -	\$ -	\$ 1,000.00	\$ 1,000.00	\$ 1,200.00	
9.0	Game testing	///	200.0	180.0	\$ 45.00	1.0	\$ 1,000.00	\$ -	\$ -	\$ -	\$ 7,000.00	\$ 6,700.00	\$ 300.00	
10.0	Marketing	///							\$ 4,000.00	\$ -	\$ 5,000.00	\$ 4,000.00	\$ 1,000.00	
	SUBTOTAL				\$108,600.00		\$ 8,200.00	\$ -	\$ -	\$ 15,000.00	\$ -	\$ 150,000.00	\$ 131,800.00	\$ 18,200.00

Look at all of the documentation on my website

Download the PDF file of the Budget Plan directly here

Download the Excel file of the Budget Plan directly here



JstDave | SYNERGY

The new game Synergy I'm working on since July 2022! Check it out...

JstDave

Project Budget Synergy - Dave Meyer.pdf

Store photos and docs online. Access them from any PC, Mac or phone. Create and work together on Word, Excel or PowerPoint...

Project Budget Synergy - Dave Meyer.xlsx

Store photos and docs online. Access them from any PC, Mac or phone. Create and work together on Word, Excel or PowerPoint...

SCHEDULE OF RELEASE

Q3 2023

Start of development

- Creating a story path and setting for the game
- Communicating my visions and ideas with the team so they know what to do

3 MONTHS

Level Design and Programming

- Making sure the level designer and programmer knows what my idea and visions are
- Discuss problems that could occur while designing & programming
- Designing Levels for the game
- Program the game mechanics and surroundings
- Discuss problems and difficulties in-between to have everything work flawlessly

5 MONTHS

Sound and Music Design

- Set the right tone and mood for the game with a sound design made for the game directly.
- Step in and make either new music for new parts or change existing music so it fits perfectly.

SCHEDULE OF RELEASE

7 MONTHS

Building the Animations

- Talk to the animator to make sure which ideas are possible in game
- Make the animations for cutscenes and character movement
- Review the end product and make changes if necessary

9 MONTHS

Legality of the game and Game-Testing

- Make sure to send your game to someone to make sure it's appropriate for the market
- Get game testers to playtest your game to find bugs, errors or problems

11 MONTHS

Market and Review the finished game

- Advertise the game on social media, in launchers and make sure that people get interested in your game
- Look over everything and make sure that the game is ready for launch before launching

SCHEDULE OF RELEASE AND DETAILED PRODUCTION PLAN

Findind the genre	Dave Meyer	80%	Week 2	Week 3
Scripting the story	Dave Meyer	50%	Week 3	Week 12
Make Mechanics	Dave Meyer	60%	Week 11	Week 17
Phase 2 Production				
Level Design Planning	Dave Meyer & -	20%	Week 7	Week 9
Level Design Start	-	0%	Week 9	Week 30
Programming Planning	Dave Meyer & -	0%	Week 6	Week 8
Programming Start	-	0%	Week 8	Week 34
Check & Corr. Level Design	Dave Meyer & -	0%	Week 31	Week 40
Check & Corr. Programming	Dave Meyer & -	0%	Week 35	Week 51
Phase 3				
Finalize all assets	Dave Meyer & -	0%	Week 17	Week 24
Make Music	-	0%	Week 24	Week 34
Set up ads for Sounddesign	Dave Meyer & -	0%	Week 19	Week 22

Look at all of the documentation on my website

Download the PNG file of the Schedule directly here

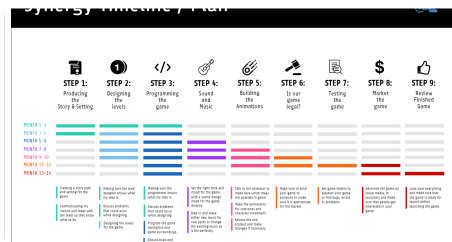
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Synergy Project Plan - Schedule.png

Store photos and docs online. Access them from any PC, Mac or phone. Create and work together on Word, Excel or PowerPoint...



Synergy Production Plan Dave Meyer.pdf

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EXTRA GAME MODES

For the end I wanted to show you the different game modes for the release of the game!



Normal Story Mode

This is the single player story mode in which players are able to enjoy the story and solve some puzzles!



Stopwatch-Mode

Here, the players need to solve as many Escape Rooms / Overworld puzzles as possible in a set amount of time!



Competitive Mode

Here, the players can fight against each other in either only Escape Rooms, Overworld, or both together! Players will gain rank through playing!



x



THE END



If you have questions, please ask me directly or contact me afterwards!



I hope you enjoyed this pitch!

