

GENERAL PROJECT EXPECTATIONS:

- **Developing a Serious Game.** First and foremost, I am serious about this game. I don't believe that just because we are producing an adult game that means that we should cut corners and deliver a mediocre experience. My goal for this game is to tell a well written story, with compelling characters, and fun gameplay. A game that is good even if you cut out all the H content.
- **All Experience Levels Welcome.** No matter what your experience level I encourage everyone to talk with me and apply. As long as you have a passion for game development, I'd love to hear from you. After all, I'm a newbie at this as well. I view this project as a learning experience that we can all use to further develop our skills and grow as developers.
- **Scope of the Project.** I understand that the full project outlined is rather large in scope, but please don't let that deter or intimidate you. I believe that we will get there in time, and my only immediate goals for the time being are to build the main assets and gameplay systems, and work on developing the introductory first chapter, which is the smallest in scale. For now, don't worry about all the other stuff.

TEAM EXPECTATIONS

- **Communication.** One of the most critical aspects of any team project is communication. In order for this project to succeed we are going to have to maintain clear and healthy communication between all team members. If you are working on tasks let the other members know how you are progressing, if there is a problem let us know, if you need help let us know. I am going to do my best to ensure the success of our team above all else, and I expect the same from everyone else on the team. Come with the mindset of wanting to succeed together.
- **My Specific Role.** To clarify my specific role in the team I will be taking on the roles of Lead Writer and Creative Director for the game. Handling most of the scenario writing, character writing, production elements of getting the game made, and overseeing the overall direction of all the aspects of the game. Making sure that the final product delivered is of the highest possible quality and maintains one cohesive creative vision.
- **Commitment Level.** This is going to be a long-term project commitment as the two people I bring on as my Lead Programmer and Lead 3D Artist will essentially sit on the same level as me in terms of control over the product. Once you step into one of those roles it no longer is only my game, and is now our game. And I will do my best to listen to and carefully consider all of your feedback.
- **Payment.** In terms of payment, I don't currently have much money to fund the project, and I would prefer to do an even split between our team of all revenue for the game. 25% of all revenue will go to each of us with the additional 25% of revenue to be put back into the project in order to be used as funds for hiring artists, voice actors, or other

freelancers. With all revenue after the project's completion being evenly split between team members.

- **Software.** I do not particularly care what software my teammates use for developing this game, I am personally most familiar with Unity and Blender, but that doesn't really matter so much. What does matter is that whatever software you do decide to use, just keep in mind that you will have to work with your teammate in order to piece the game together and import assets.

SPECIFICALLY FOR THE LEAD 3D ARTIST

- **Basic Understanding of 3D.** I expect you to have at least a basic knowledge of building and rigging 3D assets, with the ability to do basic animations.
- **Current Art Direction.** I haven't yet made a final decision on the art direction for the game, but what I currently do have in mind is a stylized, cell-shaded art style which emulates the look of a comic book, especially in a style reminiscent of Mike Mignola's comics. A style which utilizes bold outlines and heavy, dark shadows, which I believe will fit the dark fantasy setting of our game well.
- **Level of Graphical Fidelity.** I am really not very concerned with super high poly, realistic assets as I feel that with our limited resources, experience, and manpower we will overall achieve a more appealing and manageable game, by utilizing a more simplistic, stylized look as opposed to going for highly technically and demanding photoreal graphics.

SPECIFICALLY FOR THE LEAD PROGRAMMER

- **Basic Understanding of Coding.** For this project you will be responsible for the majority of the coding and development of the game's systems, and I expect you to have at least a basic understanding of how to create a game. Keeping in mind that you will have to build a turn-based combat system, an old school, first person dungeon crawler, and a visual novel style dialogue system with a relationship system attached.
- **Game Design.** I do already have a lot of the core game design mapped out to a degree, but most of it will have to be hashed out and finalized with you as we develop the game's systems, and work on honing the design and balance.
- **RPG Design.** This game is an RPG and I would prefer if you have at least some experience or understanding of how to design an RPG. I honestly don't know much about how to really balance and design an RPG so we will primarily be relying on you to handle a lot of the core design and balance of the game's systems and progression.

THANK YOU FOR TAKING THE TIME TO READ THROUGH THIS