

# CMPUT 299 Course Project Budget

Winter 2006

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Your team has been budgeted \$250,000 to design a NeverWinter Nights game module in the next three months. The costs (design, time, etc) for building various portions of a world have been 'estimated' as follows. Your team needs to evaluate your module idea and budget your project proposal according to the following list.

Your budget should have two portions. First, the main portion, with a budget of \$250,000, which is expected to be sufficient to complete your course project. Then, you can have a budget 'wish list' for items you would like to build, given the time. For any custom items such as scripts or models you should include a brief explanation of the complexity of the custom content being created.

The point of the budget is not to see how you can 'cheat' and create more content without using up your budget. Instead, it is so that you will carefully consider every component of your game and the associated costs of creating, testing and debugging these parts.

## *NPCs (Non-player Characters)*

\$1 simple extra  
\$2 extras with 1-line of text  
\$2 extra with conversation plus \$1 per topic  
\$1 for each item a NPC gives or takes  
\$10 for a scripted NPC

## *Areas*

\$1 per (decorated) square foot (eg 3x3 area costs \$9)  
\$0.50 per (undecorated) square foot (eg 2x1 hallway costs \$1)  
\$2 per building  
\$4 per room  
\$1 simple door  
\$5 area transition door  
\$10 scripted door

## *Placeables*

\$2 containers with custom contents  
\$5 custom items (books, gems, etc)  
\$10 scripted items  
\$0 simple decor (included in area cost)

## *Art*

\$50 textured models  
\$30 custom composed music  
\$10 custom music  
\$15 custom sounds  
\$20 custom textures  
\$30 extensive custom text  
\$50 scripted cut scenes  
\$40 pre-rendered cut scenes

*All prices are in thousands of dollars*