

Section	Deliverable	#	Hours		Price	Notes
UI						
Language select screen	Asset implementation and functionality		2		\$100	
Main Menu screen	Asset implementation and functionality		2		\$100	
Opening Story scene	Asset implementation and functionality		0.5		\$25	
Chapter select screen	Asset implementation and functionality		150		\$7,500	
Level select screen	Asset implementation and functionality		8		\$400	
Final cutscene	Asset implementation and functionality		0.5		\$25	If this is the same assets and functionality as the previous cutscene skip there isn't anything additional involved here - Quote half an hour incase different
Options & pause screen	Asset implementation and functionality		35		\$1,750	Time is an estimate - Final tbc once list of Audio/Video preferences and accessibility options are confirmed
Game over screen	Chapter reset		0.5		\$25	
In-Game						
Level Scenario	Functionality for new level and a level being completed		4		\$200	
Digiblast	Functionality for digiblast powerup as per pdf sent 6/12/24		12		\$600	
Digishield	Functionality for digishield powerup as per pdf sent 6/12/25		4		\$200	
Digibot	Functionality for digibot enemy as per pdf sent 6/12/26		6		\$300	attacking the player not included in PDF - more time if attacked is needed
Hoppybot	Functionality for HappyBot Enemy as per pdf sent 6/12/27		6		\$300	
Hoppybot 2	Functionality for Happybot2 as per pdf sent 6/12/28		4		\$200	
Speedybot	Functionality for SpeedyBot as per pdf sent 6/12/29		6		\$300	attacking the player not included in PDF - more time if attacked is needed
BlastyBot: Gold, Silver and Bronze	Functionality for BlastyBots as per pdf sent 6/12/30		6		\$300	attacking the player not included in PDF - more time if attacked is needed
MegaBot (All fight sequences)	Functionality for MegaBot as per pdf sent 6/12/31		70		\$3,500	
Save System	Functionality for simple save system		35		\$1,750	simple save system that creates a file on the local storage
DigiOrb Collection	Functionality for orb collection with respawn upon player death		2		\$100	
Player movement (extra estimation)	Functionality for player movement		5		\$250	
Contingency	Contingency dev hours		25		\$1,250	
Total			383.5		\$19,175	