

Investment overview

- 1. Preproduction & Demo:**
\$6,030 (Out-of-pocket expense. 2 years)
- 2. Blender 3D modelling, animations & VFX work:**
 - [MLC Studios detailed Digi-Dodgy list.](#)
3 months = \$35,285
- 3. C# coding work:**
 - [Detailed coding work list from MLC Studios for Digi-Dodgy.](#)
3 months = \$19k
- 4. Music & SFX creation:**
 - [Detailed list link.](#)
4 months = \$60k
- 5. Playtesting:**
 - [Gotestify website link.](#)
5 months = \$3,920 estimated
- 6. Game design, level design & producer:**
14 months = \$65,120/ \$4,651 per month

- 7. 2D cartoon cutscenes:**
 - Opening scene (4 minutes long).
 - End scene (2 mins long).
3 months = \$14,100 estimated
- 8. In-game artwork:**
 - [Detailed link.](#)
1 month = \$372 estimated
- 9. Publisher support needed for: Marketing, QA, Porting & localisation:**
 - **Marketing (Influencers, PR Agency, Events) = \$75k**
 - **Porting (Switch/Console optimisation) = \$40k**
 - **QA & L10N (Certification & Localization for 7 Languages) = \$35k**

16 months of the production total cost needed with a 15% buffer:
= \$227,467

Total project cost:
= \$337,467 estimated



Timeline

(The number is located when that task will be completed.)



Funded & started production.
Alpha/current demo released.

8. In-game artwork.

2. Blender 3D modelling,
animations & VFX work.

4. Music & SFX creation.

7. 2D cartoon cutscenes.



June 2026
(Start)

August 2026

September 2026

October 2026

November 2026

January 2027

Demo during Steam: next fest June
2027. This will be the Beta demo.

5. Playtesting.

3. C# coding work.

6. Game design, level design & producer.

9. Publisher support needed for:
Marketing, QA, Porting & localisation.
(Should begin 6 months before launch)
The game has gone gold.



June 2027

July 2027

August 2027

October 2027
(End/Release)