

Payment

- Payment can be made by specific money amounts based on the work done or by a percentage of the sales of the game (latter - each month). Both options are possible together, but it all depends from the degree of work done. You know, is it easy about composer and artist, when you have pricelist and copyright fee for things, but I have no idea how to pay to programmers. It should be understood that I do not work, that is, I don't have any sources of income, my family has little wealth, and until the game's release, I won't get anything and work for free - I think it's worth respecting and not thinking that I am a goldmine. There may be some funds for me left after the crowdfunding, but this is not soon.

The whole thing about payment is because: a) this project is commercial; b) I want it to have high quality; c) money is a big motivator. I just don't have enough, thus fundraising plan exists. As you may see, planned character art is very qualitative, as well as music, and persons who makes it needs payment, so I need to raise money in any case. I would be happy if other team members would be enthusiastic enough to work from start to release completely for free, but I highly doubt it because of a-b-c points. It is quite possible, if necessary, to make this project open source and eventually release for free, because for me the main thing is not income, but the fact that this project will be realized at all, but I don't really understand it - if you put such a condition, it means that you are ready to work for free throughout the development. How then it is worse to get money, but just later, if the project will be commercial?

At the same time, money is not the sole motivation in life, and people become fans of fictional universes, creating wonderful fandoms, and making colossal contribution to them, again, completely for free, without any payment, not because of the amount of money invested in games about them. I am **proud** of universe that I have created, I believe in its success, and I want people to share my love of it, but If only I could do everything myself...

All I'm saying that I am counting 50\50 both on enthusiasm and motivation by payment (or 75\25, or any other ratio - depends on you), it is not situation when I'm hiring people only for money, but not only for enthusiasm either. The thing is, that "50%" payment part is delayed because we need proper funding. For this, it is necessary to make at least 1-3 levels of the game on Normal difficulty, and I hope that you will be enthusiastic enough based on content currently provided, as well as content that I will provide you further.

Speaking about the budget situation, the plan is as follows: create the first 1-3 levels of the game completely working, for the first character, with very simple menu (necessarily having a submenu for posting information about the game's universe and for characters' profiles), preferably at all levels of difficulty, but we can restrict it only to Normal too. Then, with this demo I will go through various Discord servers, communities on social networks, other sites, whose audience may be interested in this kind of game, inviting them to mine Maiden Deity Discord server, which will become the official fandom center in the future (try to yourself advertise the demo too). Of course, it is obvious that not everyone will be interested, but those who will, will extend their interest to more people too, as advise me a greater number of sites and communities for advertising. Also, knowing the **giant** Touhou fanbase, to which my project is similar...

Thanks to this demo and the interest received because of it, we will organize a fundraising for development needs. A certain money threshold (it will still need to be calculated) will be set, certain reward levels too, and the collection will go 15-30 days - the funds above the threshold will remain for unforeseen expenses. The collected funds will provide both payment for further development and for debts for the work on the demo version. In addition, if we agree on the

payment by the percentage of the sales of the game, then you will receive this percentage from the funds raised. The way of organizing the fundraising still needs to be clarified, but it will be, most likely, Indiegogo. I can't use the Kickstarter from my country, I need an intermediary.

All main communication with the community will be conducted on the Discord server. In addition, it will be convenient for the playtest, as well as it will be possible to find help on various development topics among interested people (programming and etc.).

As to the doubts about the success of the fundraising after creating the first demo: all the musical compositions of the full version of the game, if the price does not change and the number of songs does not change, will cost about 1 700 euro\1930 dollars, plus this without considering sound effects, but they should be several times cheaper; all art, considering **very roughly** and leaning towards maximum prices - about 3 000 euro\3406 dollars (1 000 euro\1135 dollars for art in the first demo), but this payment may not be needed at all if this work will be for a percentage of sales (character artist is ready to work for percentage, we discussed it), although there may be needed, for example, 10% of all crowdfunding (I just want to try to agree on payment for each art piece instead of percentage, since it is better variant for me); programmers and other artists payment is unknown to me; 88 euro\100 dollars as a fee for the game in Steam; registering me as a Sole proprietorship in my country to pay taxes, plus some other things, all of this is not expensive.

If to sum up all the **assumed** amounts, it will be only 4 700 euro\5 570 dollars - for crowdfunding campaigns this is very small number, people successfully collect a lot more, so I think there will be no problems if the demo will be of high enough quality. I am sure that there will be enough of interested audience (do not forget Touhou fans and others). Even 10 000-30 000 dollars (just for the example, I really don't know how much programmers and artists of sprites\and etc. will ask), I do not think will be a problem.

Of course, risk still remains, but development process is completely spare without strict deadlines, there is no crazy game design demands, I am, being leader of the project, not a tyrant, but a really nice person, and, again, have enthusiasm - this project can become something grand.

Yes, all this may look naive, but this is my best option. If I could've do everything alone, I would've done it. If I had enough money to hire everyone and everything, I would've hire everyone and everything. This project is the dream of my life.

Thank you very much.