		6 Months from start to Finish		1 Month Rest	12 Months from start to Finish	1 Month Rest	12 Months from start to Finish	1 Month Rest
Timeline:		6 Months from start to Finish			12 Months from start to Finish		12 Months from start to Finish	1 Month Rest
Cycle Name:		Game #1 - The Dragoness: Burden, etc.			Game #2 - Sandbox Dragon Game		Game #3 - Sandbox Dragon Game (With Multiplayer)	
Purpose of this Game:		This game serves as the proof of concept, acuires a following, and establishes the brand as 'A developer that makes dragon-themed games.' When starting a kickstarter for future games, this game serves as the 'Evidence of intent and capability'. In addition, the core game loop of playing as a dragon is established (and tested!) here.			This game uses everything from Game #1 to create a Survival/Sandbox environment that can be summed up best as 'Dragon Simulator'. This is the ultimate goal of developing The Dragoness: Burden (and sequels); to reuse the core gameplay mechanics developed in a 'Simple, linear world' in a 'Complex, data-driven world'. Byt this point, the majority of things the player can do as a dragon should be worked out and tested in Game #1. This phase should be about building a much more complex world to play in.		This game reuses everything developed and proven in Game #1 and Game #2 to make a multiplayer experience. An entire game phase is devoted to multiplayer due to complexity and due to unknowns.	
Game Design:	Multiplayer?	No, single player.			No - But start including the hooks for multiplayer in assets.		Yes	
	Game Style?	Linear, story based			Non-linear, make-your-own-story		Non-linear, make-your-own-story with friends	
	Custom Assets?	10% Custom, 90% Assets purchased (Modify to make unique)			30% Custom, 70% Assets purchased (Modify to make unique)		50% Custom, 50% Assets purchased (Modify to make unique)	
	Music?	No Custom Music			Investigate Composers		Investigate Composers	
Game Releases:		You might be wondering 'What, game releases? I thought that happens at the end of a phase?' Nope! Phases just define how much effort goes into major game development goals. The first release for this phase is The Dragoness: Burden. There may or may not be sequels to this story-focused game depending on interest!			This phase switches from many small releases of story content that focuses on improving the players gameplay loop (when it comes to controlling their dragon), to a single big Sandbox game with a single big release.		This phase switches to taking that single big Sandbox game and building out a multiplayer architecture for it, and releasing a sequel that focuses on multiplayer.	
Game Size per Release:		1-3 Months of Effort (Iteratively release sequels)			Entire phase should go to a single release now that I've learned how to release games through experience.		Entire phase should go to a single release now that I've learned how to release games through experience.	
Steam?		For The Dragoness: Burden, Steam is NOT the focus; game dev is. I will likely post it on Steam to have it up there, but big Steam releases will be a future-focus.			Yes, TODO: details on the Steam strategy.		Yes, TODO: details on the Steam strategy.	
Build Assets for the Asset Store:		Very minor focus on selling game assets in this phase: Focus on getting the core game loop and making purchased assets 'My own' by modifying them to be unique.			Big focus on producing assets. At least a third of this game should be things I've built (or commissioned others to build). Producing assets is one pillar of financial sustainability, and forces me to make professional documentation for big chunks of my project.		Big focus on producing assets. At least a half of this game should be things I've built (or commissioned others to build). Producing assets is one pillar of financial sustainability, and forces me to make professional documentation for big chunks of my project.	
Streaming:		Small focus on streaming, get equipment to stream not just my game but other games too (for fun and to build a following). Focus on the ability to record Youtube videos during this phase. Talk to some streamers about my game demos when they are done.			Big focus on streaming. Create funny compilation videos that are entertaining for Youtube. Talk to other streamers. Make sure it's fun so that I am enjoying myself; even though this goes towards a work goal, it should also be fun!		Big focus on streaming. Create funny compilation videos that are entertaining for Youtube. Talk to other streamers. Make sure it's fun so that I am enjoying myself; even though this goes towards a work goal, it should also be fun!	
Marketing:		Use gif-making tool to capture funny bugs/easter eggs/etc. Build a following on Twitter and Discord. Setup social media management tools to make things easier. Setup mailing list for email. Develop indiedragoness.dev to serve as a portfolio not only to gamers interested in following a game developer, but also to market myself as a contractor/consultant for independent / remote work to sustain self.			Use the 'Following' (i.e. people following the game) and 'Proof of Concept' from Phase 1 to develop a Kickstarter/Indie GoGo/etc. campaign to fund Phase 2. Why is this in Marketing you ask? Because 1. Kickstarter campaign can serve a marketing role and bring in new followers, and 2. People are tired of scams. Having a completed Phase 1 with happy/satisfied customers means greater success for those campaigns.		Same as Phase 2.	
Financial Strategy:		During this phase, majority of content is free. I want to introduce folks to my game niche (Playing as a dragon) and build a following based on good faith, and part of that is sharing my efforts for free. That being said support can come from: Unity3D Asset Store affiliate links that give me a 5% 'tip' when people buy assets after clicking my link (no extra cost to them), Humble Bundle partnership where people can choose to donate to me and Charity, Kofi where folks can buy a coffee, and Itchi.io 's optional donation during game download.			Definitely requiring a fee during purchase of this game during this phase; I have to eat and pay rent after all! <3 That being said, I will continue to let folks check out my Phase 1 content for free as a demo of what they can expect. Also the game fee will be much more affordable than AAA titles, as I anticipate that folks will be hurting for funds due to COVID and economic pains throughout the globe. (Think 15$ price point). A BIG part of gaining sustainable funding here will be developing assets for Game Engines as well, and said assets will go into the game itself; two for one. Kickstarter will (hopefully) fund additional custom dragons!		Definitely requiring a fee during purchase of this game during this phase; I have to eat and pay rent after all! <3 That being said, I will continue to let folks check out my Phase 1 content for free as a demo of what they can expect. Also the game fee will be much more affordable than AAA titles, as I anticipate that folks will be hurting for funds due to COVID and economic pains throughout the globe. (Think 15$ price point). A BIG part of gaining sustainable funding here will be developing assets for Game Engines as well, and said assets will go into the game itself; two for one.	