

The background features a dark, textured surface with a central gear icon. A golden circuit-like pattern with hexagonal nodes and lines frames the top and bottom of the slide. The text 'CLEPSYDRE - PITCH DECK' is centered in a bold, golden font.

# CLEPSYDRE - PITCH DECK

# CLEPSYDRE – PROTOTYPE TRAILER



**Video :** <https://www.youtube.com/watch?v=I48xkqdHxSw>  
**Prototype :** <https://benbarjo.itch.io/projet-clepsydre-level-design-prototype>

# CLEPSYDRE – A MAGEPUNK METROIDVANIA

## Metroid Prime + BioShock + Parkour = Clepsydre

Clepsydre is a **Metroidvania FPS** set in a **Magepunk universe**, inspired by *Metroid Prime* and *BioShock*. Designed for players who :

- Love exploration, like *Metroid Prime* :
  - Who enjoy discovering new areas and immersing themselves in a rich world.
- Appreciated the *BioShock* series :
  - Where players can dive into the backstory and uncover the lore of the people and places they encounter.
- Are fans of **Metroidvanias** and **parkour-based** movement.
  - Unlocking abilities opens new routes and allows for increasingly complex traversal mechanics, providing a strong sense of progression.



# CLEPSYDRE - CORE PILLARS

## Core Elements:

- **Exploration** : Unlock abilities that open new paths and ways to navigate the world.
- **Storytelling** : Discover a deep, mysterious, and decaying Magepunk setting.

## Core Mechanics:

- **Traversal** : Dynamic, momentum-based movement that allowing for interesting choices and creative combinations.
- **Combat** : First person shooter gameplay combined with gravity-based interactions.
  - Enemies act as puzzles that must be overcome using the player's abilities.
  - Bossfights are designed around mastering these abilities.

## Core Emotions:

- **Discovery** : A Magepunk world full of secrets with a unique atmosphere.
- **Melancholy** : A reflection on humanity, as the player controls an automaton wandering through a world shattered by humans.



## CLEPSYDRE - WHY THIS PROJECT ?

In 2017 I decided to go through a professional reconversion to work in the game industry. After attending business school and spending 3 years as a consultant at *Accenture*, I committed myself fully to this new career.

Around that time, *Dishonored* and *Mirror's Edge* sparked my passion for level design. I have always loved games that offer a strong sense of freedom through traversal abilities, so I started a small personal project to replicate some of those mechanics.

While working on *We Happy Few* as a junior (the *We All Fall Down* DLC), I tried to capture that same sense of movement in my designs (The Water Treatment level was partly inspired by *Mirror's Edge*). At the same time, I kept experimenting on my own project, drawing additional inspiration from *Titanfall*.

When playing *Hollow Knight* and *Super Metroid*, I was struck by how rewarding it felt to revisit the same spaces with new abilities and discover entirely different ways to navigate them. *Ori and the Will of the Wisps* illustrates this perfectly. By the end of the game, you can literally fly through areas you once struggled to traverse.

After playing *Metroid Prime Remastered*, I had a breakthrough. It felt like the ideal foundation for bridging parkour-focused FPS gameplay with Metroidvania design (the two genres I love most). To me, *Metroid Prime* only needed stronger traversal and movement abilities to approach the fluidity of 2D Metroidvanias.

That realization is how the idea for *Clepsydre* emerged, and why I decided to dedicate myself fully to developing this prototype 8 months ago.



Benjamin Faucher

## CLEPSYDRE - WHY THIS PROJECT ?

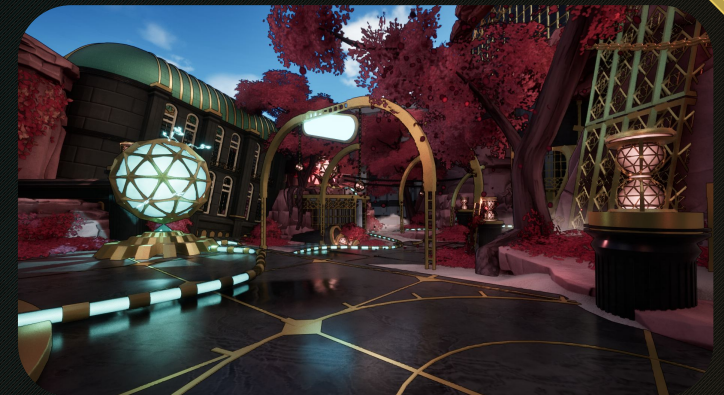
Clepsydre is the game I have always wanted to create and play, drawing from all my influences.

As a level and tech level designer specializing in Unreal Engine for 8 years (*Compulsion Games, Eidos Montréal, Cloud Chambers, Runes studio*), I know I can deliver strong value.

For example, *Clair Obscur* was developed primarily using Blueprints, which made the project more cost-effective. I created a 1.5–2 hour prototype **with only 2 technical plugins** to demonstrate this approach.

I still have contacts with many skilled and passionate former colleagues and would love to form a cooperative company with them to launch this project.

I am convinced it is achievable with the right people and support, and **I am determined to bring this game to life.**



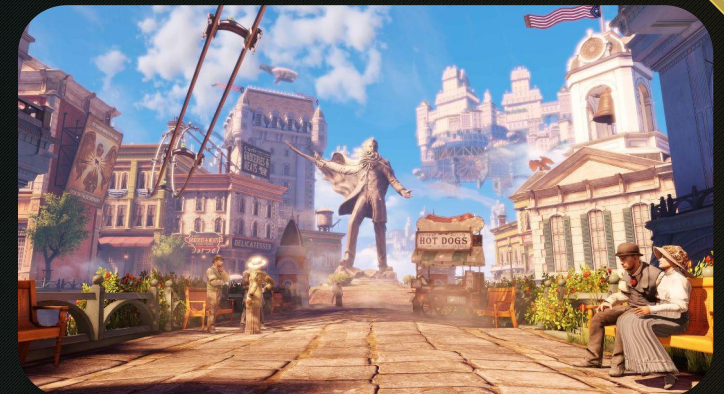
## CLEPSYDRE - WHY THIS PROJECT ?

The idea is to take the foundation of *Metroid Prime* and bring that style of experience to PC, modernizing it without losing what made the formula work:

- **More open level design** to reduce the corridor feeling.
- **Dynamic traversal** to capture the fluid movement of 2D Metroidvanias such as *Ori* and *Hollow Knight*, with additional inspiration from *Titanfall*, *Ghostrunner*, and *Bioshock infinite*.
- **More dynamic combat**, combining shooting, player abilities, and gravity-based interactions, inspired by *Metroid Prime*, *Half life 2*, *Doom: The dark age*.

At the same time, the game aims to place **greater emphasis on storytelling** to create a deeper setting and narrative:

- Storytelling has become central in Metroidvanias such as *Ori*, *Hollow knight*.
- An emphasis on environmental storytelling, cinematics, and character interactions similar to *Bioshock infinite* will help reinforce immersion.



Titanfall | Bioshock infinite

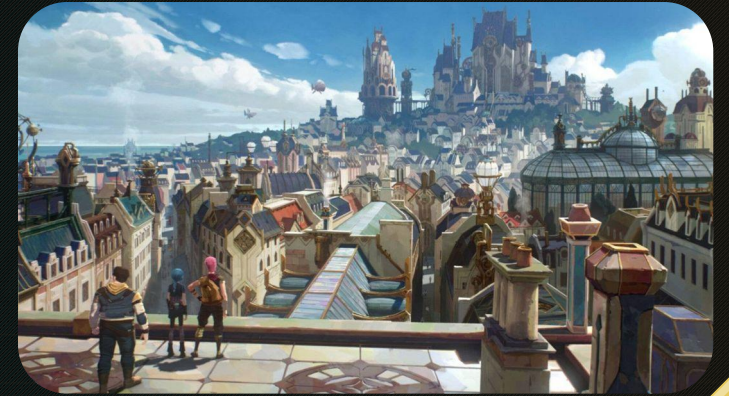
## CLEPSYDRE - WHY THIS PROJECT ?

The **Magepunk** aesthetic is a compelling genre in which technology is powered by magic. Its architecture often features gilded gold, enchanted lighting, and stained-glass artwork.

- This vibrant style, combined with a decaying world, creates a striking contrast similar to the atmosphere of *Bioshock infinite*.
- The **Arcane series** also explores a **Magepunk** aesthetic through the city of Piltover, providing strong inspiration for the visuals and desired atmosphere.

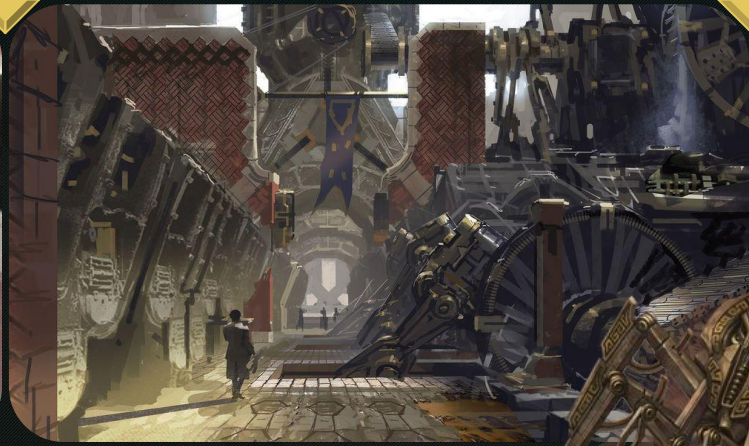
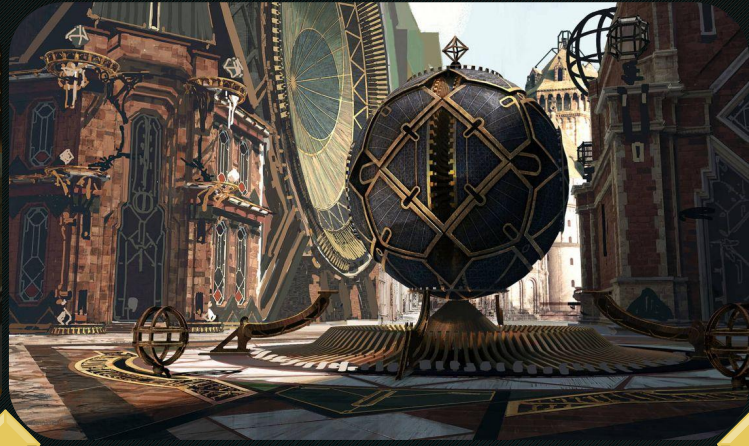
In video games, the **Magepunk** theme is still relatively rare, and often appears only in partial form rather than in fully developed worlds. Some notable examples include:

- Final Fantasy VI with its magitech technology / The Elder Scrolls with Dwemer technology / World of Warcraft in some areas / *Immortals of Aveum* / Kaladesh from Magic: The Gathering, which leans toward a more oriental-inspired style.



Arcane concepts art

# CLEPSYDRE - VISUAL INSPIRATIONS



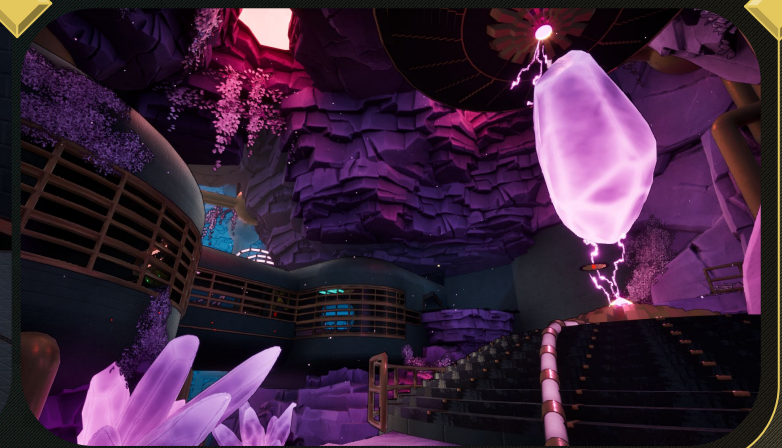
Arcane | Magic | Elder scrolls

# CLEPSYDRE - ART DIRECTION



Video : <https://www.youtube.com/watch?v=hjDP8vn2b7s>

# CLEPSYDRE - ART DIRECTION



# CLEPSYDRE - COMPETITIVE ANALYSIS



## METROID PRIME 4 BEYOND

4 December 2025

Units: ~ 1 000 000 (Switch) - 59,99€

- Reference defining the genre / Iconic licence.
- Mid reception → Opportunity to provide something fresh in this genre.

### Similarities

- Exploration / Combat.
- Metroidvania and abilities unlock.

### Differences

- More Linear layout.
- Less Narration.
- Iconic licence.



## JOURNEY TO THE SAVAGE PLANET

28 January 2020

Units: ~ 550 000 (Steam) - 29,99€

- Only comparable reference in the FPS Metroidvania category on steam.

### Similarities

- Exploration / Combat.
- Metroidvania and abilities unlock.

### Differences

- Mood & atmosphere.
- Approach on traversals.
- Comics art style.

- FPS Metroidvanias are rare on PC, and there are currently few real competitors in this category on Steam.
- This concept creates a perfect bridge between the wide appeal of FPS games and the more niche Metroidvania genre.

# CLEPSYDRE - COMPETITIVE ANALYSIS



## GHOSTRUNNER

26 October 2023

Units: ~ 3 000 000 (Steam) - 29,99 €

- Great dynamic traversal gameplay with a first person view.

## Similarities

- Same dynamic parkour feeling.
- Interesting production value.

## Differences

- Not a Metroidvania.
- No exploration.
- More arcade.



## CRISOL THEATER OF IDOLS

10 february 2026

Units: ~ 55 000 (Steam) - 17,49 €

- Interesting for its production value and bioshock inspiration in narration.
- Recent title helping to track sales numbers.

## Similarities

- Deep narration (cinematics, conservation & environmental).
- Bioshock atmosphere.
- Good production value.

## Differences

- Not a Metroidvania.
- No exploration.
- Gameplay and pacing.

- Metroidvanias are built around exploration, so strong traversal mechanics and a satisfying sense of movement is essential .
- Narrative and a rich setting are increasingly important in modern Metroidvanias, making it compelling to combine the genre with a storytelling approach inspired by BioShock.

## CLEPSYDRE - BUDGET

- Still in an early production, so several potential projections have been prepared.
- All forecasts assume a 40% revenue share for the publisher after full recoupment.
- These estimates do not include potential public or state funding.
- Additional details are available in the attached Excel document.

### LOW

20 € Price excl. taxes  
36 Months  
1m - 1m5 Budget  
30k-40k Monthly burn

- **Length:** ~7 - 8h
- Less complex narration with almost no Cinematics.
- Simplified visual art / less biomes / less characters.
- Less enemies and bosses.
- Cutting cost on external needs (SFX, VFX, concepts).

### Medium

25 € Price excl. taxes  
42 months  
2m - 2m5 Budget  
50k-60k Monthly burn

- **Length:** ~ 10 - 12h
- Cinematics but without a lot of staging.
- Same art as low version with more biomes and characters.
- Reasonable number of boss / enemies.
- More polished abilities.

### High

41€ Price excl. taxes  
48 months  
4m - 5m Budget  
90k-100k Monthly burn

- **Length:** ~20 - 30h
- Full staged cinematics with Epic moments.
- More complex art style with more biomes and characters.
- More complex bosses and enemies.
- Additional gameplay elements.

## CLEPSYDRE - TIMELINE

The project is still in its early stages, with an initial blockout prototype, so the planning is subject to change:

- Time will be required to **establish the studio and hire the team**.
- The overall timeline will depend on the available budget.
- The pre-production phase will be critical to better define the project's scope and determine what can realistically be achieved with the available time and resources.
- If development begins in 2026–2027, the game could potentially be released around 2030.



## CLEPSYDRE - ABSTRACT

- Unique **Magepunk** universe & atmosphere.
- Atypic & ambitious, the game I've always dreamed of.
- Can be done efficiently thanks to a deep knowledge of **Unreal engine 5**.
- Support needed to start the project & game studio.

- **Mail:** [Benjamin.foucher@myicn.fr](mailto:Benjamin.foucher@myicn.fr)
- **Portfolio:** [benjaminfoucher.com](http://benjaminfoucher.com)
- **Social Media:** <https://www.linkedin.com/in/benjamin-foucher-ld/>
- **Videos:** <https://www.youtube.com/@BenBarjo>
- **Trailer Music by Ypsen:** <https://soundcloud.com/ypsen/tracks>



**Prototype:** <https://benbarjo.itch.io/projet-clepsydre-level-design-prototype>



**THANKS FOR READING!**

Pitch by **Benjamin FAUCHER**

If you have questions or want to schedule a call:

[Benjamin.foucher@myicn.fr](mailto:Benjamin.foucher@myicn.fr)

CLEPSYDRE - DRAFT ROUGH BUDGET



Start date	1. January 2027
Months in development	42
Release date	1. October 2030

**Investment:**

Startup costs for developer	50 000,00 €
Monthly burn rate with safety margin	25,00 % 57 789,58 €
Total development budget (3month buffer)	2 650 531,25 €

Marketing spend total	0,00 €
<b>Total budget</b>	<b>2 650 531,25 €</b>

PPU PC (Without tax)	25,00 €
PPU Consoles (Without tax)	25,00 €

Platform fee PC	30 %
Platform fee Consoles	30 %

Est. units sold first year (PC)	250 000
Est. units sold first year (Consoles)	75 000
<b>Total revenue first year</b>	<b>5 687 500,00 €</b>

**Break-even units at launch** **151458,93**

First month sales % of total	20 %
Rev. share to publisher	40 %
Recoup of costs for publisher	100 %

**Profit after Recoup (one year of sales)**

Developer	1 822 181,25 €
Publisher	1 214 787,50 €
<b>Total</b>	<b>3 036 968,75 €</b>

<b>Total amounts</b>	
Sales	5 687 500,00 €
Cost	-2 650 531,25 €
<b>Net profit</b>	<b>3 036 968,75 €</b>

Scenario Version	1	Medium
<b>Comments</b>		

Scenario 1

Medium budget  
(in EUR)

LENGTH: ~10 - 12h  
Cinematics but without a lot of staging.  
Same art as low version with more biome and characters.  
Reasonnable numre of boss / enemies.  
More polished abilities.

Salaries (1st year = 3 dev / 2nd year = 6 dev / 3rd year = 8 dev)							
Dev numbers	Status	Social charges		Food Tickets (Month)	Health coverage (Month)	Total	Monthly
		Gross (Annual)	42,00 % Charges (Annual)				
3	Junior	30 000,00 €	12 600,00 €	110,00 €	50,00 €	133 560,00 €	11 130,00 €
1	Mid	40 000,00 €	16 800,00 €	110,00 €	50,00 €	58 720,00 €	4 893,33 €
2	Senior	45 000,00 €	18 900,00 €	110,00 €	50,00 €	127 900,00 €	10 658,33 €
<b>Total</b>						<b>192 280,00 €</b>	<b>26 681,67 €</b>

Freelancing per year (Concept / sfx / Vfx)			
Days	Per day	Annual	Monthly
500	450,00 €	225 000,00 €	18 750,00 €

Office		
Type	Monthly	Annual
Rent	0,00 €	0,00 €
Electricity	0,00 €	0,00 €
Internet	0,00 €	0,00 €
Workstations	0,00 €	0,00 €
Furnitures	0,00 €	0,00 €
Other	0,00 €	0,00 €
<b>Total</b>	<b>0,00 €</b>	<b>0,00 €</b>

Accountant	
Annual	Monthly
6 000,00 €	500,00 €

Version control			
Users	Per user	Monthly	Annual
6	30,00 €	180,00 €	2 160,00 €
6	20,00 €	120,00 €	1 440,00 €
<b>Total</b>		<b>300,00 €</b>	<b>3 600,00 €</b>

Total	
Monthly burn rate	46 231,67 €
Unexpected costs	0,00 €
Safety margin	25,00 %
<b>Calculated Monthly rate</b>	<b>57 789,58 €</b>

**Comments**

- Expenses are here calculated roughly without potential state fundings (CNC in france : [Link](#)).
- Social charges per employeee are intentionnaly overestimated / theres is a reduction applied in the first year of a company creation.

Month	Revenus												Total
	oct. 2030	oct. 2030	déc. 2030	janv. 2031	févr. 2031	mars 2031	avr. 2031	mai 2031	juin 2031	juil. 2031	août 2031	sept. 2031	
Remaining %		20,00 %	12,50 %	11,25 %	7,50 %	7,50 %	7,50 %	7,50 %	7,50 %	6,25 %	6,25 %	6,25 %	
Sale %	20 %	16,00 %	10,00 %	9,00 %	6,00 %	6,00 %	6,00 %	6,00 %	6,00 %	5,00 %	5,00 %	5,00 %	100,00 %
per month of lifetime													
Unit PC	50 000	40 000	25 000	22 500	15 000	15 000	15 000	15 000	15 000	12 500	12 500	12 500	250 000
Unit console	15 000	12 000	7 500	6 750	4 500	4 500	4 500	4 500	4 500	3 750	3 750	3 750	75 000
Unit Total	65 000	52 000	32 500	29 250	19 500	19 500	19 500	19 500	19 500	16 250	16 250	16 250	325 000
Sale PC	1 250 000,00 €	1 000 000,00 €	625 000,00 €	562 500,00 €	375 000,00 €	375 000,00 €	375 000,00 €	375 000,00 €	375 000,00 €	312 500,00 €	312 500,00 €	312 500,00 €	6 250 000,00 €
Sale Console	375 000,00 €	300 000,00 €	187 500,00 €	168 750,00 €	112 500,00 €	112 500,00 €	112 500,00 €	112 500,00 €	112 500,00 €	93 750,00 €	93 750,00 €	93 750,00 €	1 875 000,00 €
Plateform fees	-487 500,00 €	-390 000,00 €	-243 750,00 €	-219 375,00 €	-146 250,00 €	-146 250,00 €	-146 250,00 €	-146 250,00 €	-146 250,00 €	-121 875,00 €	-121 875,00 €	-121 875,00 €	-2 437 500,00 €
Net Revenue	1 137 500,00 €	910 000,00 €	568 750,00 €	511 875,00 €	341 250,00 €	341 250,00 €	341 250,00 €	341 250,00 €	341 250,00 €	284 375,00 €	284 375,00 €	284 375,00 €	5 687 500,00 €
Profit	-1 513 031,25 €	-603 031,25 €	-34 281,25 €	477 593,75 €	818 843,75 €	1 160 093,75 €	1 501 343,75 €	1 842 593,75 €	2 183 843,75 €	2 468 218,75 €	2 752 593,75 €	3 036 968,75 €	3 036 968,75 €
Developper				286 556,25 €	491 306,25 €	696 056,25 €	900 806,25 €	1 105 556,25 €	1 310 306,25 €	1 480 931,25 €	1 651 556,25 €	1 822 181,25 €	1 822 181,25 €
Publisher				191 037,50 €	327 537,50 €	464 037,50 €	600 537,50 €	737 037,50 €	873 537,50 €	987 287,50 €	1 101 037,50 €	1 214 787,50 €	1 214 787,50 €

CLEPSYDRE - DRAFT ROUGH BUDGET



Start date	1. January 2027
Months in development	36
Release date	1. April 2030

**Investment:**

Startup costs for developer	50 000,00 €
Monthly burn rate with safety margin	25,00 % 38 412,50 €
Total development budget (3month buffer)	1 548 087,50 €

Marketing spend total	0,00 €
<b>Total budget</b>	<b>1 548 087,50 €</b>

PPU PC (Without tax)	20,50 €
PPU Consoles (Without tax)	20,50 €

Platform fee PC	30 %
Platform fee Consoles	30 %

Est. units sold first year (PC)	200 000
Est. units sold first year (Consoles)	50 000
<b>Total revenue first year</b>	<b>3 587 500,00 €</b>

**Break-even units at launch** **107880,66**

First month sales % of total	20 %
Rev. share to publisher	40 %
Recoup of costs for publisher	100 %

**Profit after Recoup (one year of sales)**

Developer	1 223 647,50 €
Publisher	815 765,00 €
<b>Total</b>	<b>2 039 412,50 €</b>

<b>Total amounts</b>	
Sales	3 587 500,00 €
Cost	-1 548 087,50 €
<b>Net profit</b>	<b>2 039 412,50 €</b>

Scenario Version	2	Low
<b>Comments</b>		

Scenario 2

Low budget (in EUR)

LENGTH: ~7 - 8h

Less complexe narration with almost no Cinematics.  
Less art and characters (Simplified vial art / less biome).  
Less enemies and boss.  
Cutting cost on external needs (Sfx concept,etc).

Salaries (1st year = 3 dev / 2nd year = 6 dev / 3rd year = 6 dev)							
Dev numbers	Status	Social charges		Food Tickets (Month)	Health coverage (Month)	Total	Monthly
		Gross (Annual)	42,00 % Charges (Annual)				
3	Junior	30 000,00 €	12 600,00 €	110,00 €	50,00 €	133 560,00 €	11 130,00 €
0	Mid	35 000,00 €	14 700,00 €	110,00 €	50,00 €	0,00 €	0,00 €
2	Senior	40 000,00 €	16 800,00 €	110,00 €	50,00 €	113 700,00 €	9 475,00 €
<b>Total</b>						<b>247 260,00 €</b>	<b>20 605,00 €</b>

Freelancing per year (Concept / sfx / Vfx)			
Days	Per day	Annual	Monthly
250	450,00 €	112 500,00 €	9 375,00 €

Office		
Type	Monthly	Annual
Rent	0,00 €	0,00 €
Electricity	0,00 €	0,00 €
Internet	0,00 €	0,00 €
Workstations	0,00 €	0,00 €
Furnitures	0,00 €	0,00 €
Other	0,00 €	0,00 €
<b>Total</b>	<b>0,00 €</b>	<b>0,00 €</b>

Accountant	
Annual	Monthly
6 000,00 €	500,00 €

Version control			
Users	Per user	Monthly	Annual
5	30,00 €	150,00 €	1 800,00 €
5	20,00 €	100,00 €	1 200,00 €
<b>Total</b>		<b>250,00 €</b>	<b>3 000,00 €</b>

Total	
Monthly burn rate	30 730,00 €
Unexpected costs	0,00 €
Safety margin	25,00 %
<b>Calculated Monthly rate</b>	<b>38 412,50 €</b>

**Comments**

- Expenses are here calculated roughly without potential state fundings (CNC in france : [Link](#)).  
- Social charges per employe are intentionally overestimated / theres is a reduction applied in the first year of a company creation.

Month	Revenus												Total
	avr. 2030	mai 2030	juin 2030	juil. 2030	août 2030	sept. 2030	oct. 2030	nov. 2030	déc. 2030	janv. 2031	févr. 2031	mars 2031	
Remaining %		20,00 %	12,50 %	11,25 %	7,50 %	7,50 %	7,50 %	7,50 %	7,50 %	6,25 %	6,25 %	6,25 %	
Sale %	20 %	16,00 %	10,00 %	9,00 %	6,00 %	6,00 %	6,00 %	6,00 %	6,00 %	5,00 %	5,00 %	5,00 %	100,00 %
per month of lifetime													
Unit PC	40 000	32 000	20 000	18 000	12 000	12 000	12 000	12 000	12 000	10 000	10 000	10 000	200 000
Unit console	10 000	8 000	5 000	4 500	3 000	3 000	3 000	3 000	3 000	2 500	2 500	2 500	50 000
Unit Total	50 000	40 000	25 000	22 500	15 000	15 000	15 000	15 000	15 000	12 500	12 500	12 500	250 000
Sale PC	820 000,00 €	656 000,00 €	410 000,00 €	369 000,00 €	246 000,00 €	246 000,00 €	246 000,00 €	246 000,00 €	246 000,00 €	205 000,00 €	205 000,00 €	205 000,00 €	4 100 000,00 €
Sale Console	205 000,00 €	164 000,00 €	102 500,00 €	92 250,00 €	61 500,00 €	61 500,00 €	61 500,00 €	61 500,00 €	61 500,00 €	51 250,00 €	51 250,00 €	51 250,00 €	1 025 000,00 €
Plateform fees	-307 500,00 €	-246 000,00 €	-153 750,00 €	-138 375,00 €	-92 250,00 €	-92 250,00 €	-92 250,00 €	-92 250,00 €	-92 250,00 €	-76 875,00 €	-76 875,00 €	-76 875,00 €	-1 537 500,00 €
Net Revenue	717 500,00 €	574 000,00 €	358 750,00 €	322 875,00 €	215 250,00 €	215 250,00 €	215 250,00 €	215 250,00 €	215 250,00 €	179 375,00 €	179 375,00 €	179 375,00 €	3 587 500,00 €
Profit	-830 587,50 €	-256 587,50 €	102 162,50 €	425 037,50 €	640 287,50 €	855 537,50 €	1 070 787,50 €	1 286 037,50 €	1 501 287,50 €	1 680 662,50 €	1 860 037,50 €	2 039 412,50 €	2 039 412,50 €
Developper			61 297,50 €	255 022,50 €	384 172,50 €	513 322,50 €	642 472,50 €	771 622,50 €	900 772,50 €	1 008 397,50 €	1 116 022,50 €	1 223 647,50 €	1 223 647,50 €
Publisher			40 865,00 €	170 015,00 €	256 115,00 €	342 215,00 €	428 315,00 €	514 415,00 €	600 515,00 €	672 265,00 €	744 015,00 €	815 765,00 €	815 765,00 €

CLEPSYDRE - DRAFT ROUGH BUDGET



Start date	1. January 2027
Months in development	48
Release date	1. April 2031

**Investment:**

Startup costs for developer	50 000,00 €
Monthly burn rate with safety margin	25,00 % 90 566,67 €
Total development budget (3month buffer)	4 668 900,00 €

Marketing spend total	0,00 €
<b>Total budget</b>	<b>4 668 900,00 €</b>

PPU PC (Without tax)	41,50 €
PPU Consoles (Without tax)	41,50 €

Platform fee PC	30 %
Platform fee Consoles	30 %

Est. units sold first year (PC)	300 000
Est. units sold first year (Consoles)	100 000
<b>Total revenue first year</b>	<b>11 620 000,00 €</b>

**Break-even units at launch** **160719,45**

First month sales % of total	20 %
Rev. share to publisher	40 %
Recoup of costs for publisher	100 %

**Profit after Recoup (one year of sales)**

Developer	4 170 660,00 €
Publisher	2 780 440,00 €
<b>Total</b>	<b>6 951 100,00 €</b>

<b>Total amounts</b>	
Sales	11 620 000,00 €
Cost	-4 668 900,00 €
<b>Net profit</b>	<b>6 951 100,00 €</b>

<b>Scenario Version</b>	<b>3</b>	<b>High</b>
<b>Comments</b>		

**Scenario 3**

**Clair obscur budget (in EUR)**

LENGTH: ~20 - 30h  
 Cinematics but without a lot of staging.  
 Same art as low version with more biome and characters.  
 More complex bosses and enemies.  
 Additional gameplay elements.

Salaries (1st year = 6 dev / 2nd year = 10 dev / 3rd year = 10 dev / 4rd year = 10 dev)							
Dev numbers	Status	Social charges		Food Tickets (Month)	Health coverage (Month)	Total	Monthly
		Gross (Annual)	42,00 % Charges (Annual)				
4	Junior	30 000,00 €	12 600,00 €	110,00 €	50,00 €	178 080,00 €	14 840,00 €
3	Mid	40 000,00 €	16 800,00 €	110,00 €	50,00 €	176 160,00 €	14 680,00 €
2	Senior	45 000,00 €	18 900,00 €	110,00 €	50,00 €	127 900,00 €	10 658,33 €
<b>Total</b>						<b>482 140,00 €</b>	<b>40 178,33 €</b>

Freelancing per year (Concept / sfx / Vfx)			
Days	Per day	Annual	Monthly
750	450,00 €	337 500,00 €	28 125,00 €

Office		
Type	Monthly	Annual
Rent	2 500,00 €	0,00 €
Electricity	300,00 €	0,00 €
Internet	500,00 €	0,00 €
Workstations	0,00 €	0,00 €
Furnitures	0,00 €	0,00 €
Other	0,00 €	0,00 €
<b>Total</b>	<b>3 300,00 €</b>	<b>0,00 €</b>

Accountant	
Annual	Monthly
6 000,00 €	500,00 €

Version control			
Users	Per user	Monthly	Annual
7	30,00 €	210,00 €	2 520,00 €
7	20,00 €	140,00 €	1 680,00 €
<b>Total</b>		<b>350,00 €</b>	<b>4 200,00 €</b>

Total	
Monthly burn rate	72 453,33 €
Unexpected costs	0,00 €
Safety margin	25,00 %
<b>Calculated Monthly rate</b>	<b>90 566,67 €</b>

**Comments**

- Expenses are here calculated roughly without potential state fundings (CNC in france : [Link](#)).
- Social charges per employee are intentionally overestimated / there is a reduction applied in the first year of a company creation.

Month	Revenus												Total
	avr. 2031	mai 2031	juin 2031	juil. 2031	août 2031	sept. 2031	oct. 2031	nov. 2031	déc. 2031	janv. 2032	févr. 2032	mars 2032	
Remaining %		20,00 %	12,50 %	11,25 %	7,50 %	7,50 %	7,50 %	7,50 %	7,50 %	6,25 %	6,25 %	6,25 %	
Sale %	20 %	16,00 %	10,00 %	9,00 %	6,00 %	6,00 %	6,00 %	6,00 %	6,00 %	5,00 %	5,00 %	5,00 %	100,00 %
per month of lifetime													
Unit PC	60 000	48 000	30 000	27 000	18 000	18 000	18 000	18 000	18 000	15 000	15 000	15 000	300 000
Unit console	20 000	16 000	10 000	9 000	6 000	6 000	6 000	6 000	6 000	5 000	5 000	5 000	100 000
Unit Total	80 000	64 000	40 000	36 000	24 000	24 000	24 000	24 000	24 000	20 000	20 000	20 000	400 000
Sale PC	2 490 000,00 €	1 992 000,00 €	1 245 000,00 €	1 120 500,00 €	747 000,00 €	747 000,00 €	747 000,00 €	747 000,00 €	747 000,00 €	622 500,00 €	622 500,00 €	622 500,00 €	12 450 000,00 €
Sale Console	830 000,00 €	664 000,00 €	415 000,00 €	373 500,00 €	249 000,00 €	249 000,00 €	249 000,00 €	249 000,00 €	249 000,00 €	207 500,00 €	207 500,00 €	207 500,00 €	4 150 000,00 €
Plateform fees	-996 000,00 €	-796 800,00 €	-498 000,00 €	-448 200,00 €	-298 800,00 €	-298 800,00 €	-298 800,00 €	-298 800,00 €	-298 800,00 €	-249 000,00 €	-249 000,00 €	-249 000,00 €	-4 980 000,00 €
Net Revenue	2 324 000,00 €	1 859 200,00 €	1 162 000,00 €	1 045 800,00 €	697 200,00 €	697 200,00 €	697 200,00 €	697 200,00 €	697 200,00 €	581 000,00 €	581 000,00 €	581 000,00 €	11 620 000,00 €
Profit	-2 344 900,00 €	-485 700,00 €	676 300,00 €	1 722 100,00 €	2 419 300,00 €	3 116 500,00 €	3 813 700,00 €	4 510 900,00 €	5 208 100,00 €	5 789 100,00 €	6 370 100,00 €	6 951 100,00 €	6 951 100,00 €
Developper			405 780,00 €	1 033 260,00 €	1 451 580,00 €	1 869 900,00 €	2 288 220,00 €	2 706 540,00 €	3 124 860,00 €	3 473 460,00 €	3 822 060,00 €	4 170 660,00 €	4 170 660,00 €
Publisher			270 520,00 €	688 840,00 €	967 720,00 €	1 246 600,00 €	1 525 480,00 €	1 804 360,00 €	2 083 240,00 €	2 315 640,00 €	2 548 040,00 €	2 780 440,00 €	2 780 440,00 €