Project Plan

***Instructions:*** *Please fill in all sections. This document must not exceed three (3) pages in length.   
If you wish to provide additional information about your project that does not fit in the Project Plan or Creative Pitch Deck documents, you may provide it via SmartyGrants in the ‘Supporting Materials’ section.*

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| --- | --- |
| **Project title:** |  |
| **Studio:** |  |
| **Project Plan prepared by:** |  |
| **Project Plan date:** |  |

# Where you are now

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| **What is the current state of your project? What work, if any, has already been done?** |
| *Add your response here...* |
| **Who’s on the team? Why are they well positioned to work on this project in terms of skills and their trajectory as gamemakers? Please clarify whether team members are confirmed or proposed at time of applying.** |
| *Add your response here...* |
| **Please share a brief diversity, equity and inclusion plan. This describes the current state of your team and project, details your plans to develop in these areas, and share how you will measure progress.** |
| *Add your response here...* |

# Where you want to be

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| **What is the goal of this prototype? Why are you making it? What are you looking to learn through making it? How will it further your personal, professional or commercial goals as a gamemaker?** |
| *Add your response here...* |
| **Why do you, as a gamemaker, want to make this game? Why is this project important to you? How will it expand, deepen or diversify your creative practice?** |
| *Add your response here...* |

# How this funding and project will help you get there

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| **How will you measure the personal, professional or commercial success of the prototype? What markers will help you measure whether the prototype has achieved its stated goal?** |
| *Add your response here...* |
| **What are your plans for next steps following completion?** |
| *Add your response here...* |

# Milestones

***Instructions:*** *The milestones table provides a high-level breakdown of the work to be done on the prototype. The purpose of this section is to provide enough information to bolster confidence in external stakeholders in the viability of your prototype’s development. The audience for these milestones is external stakeholders, not internal team members. Please consider the level of detail of information accordingly. Add more lines to the table as needed.*

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| --- | --- | --- | --- | --- |
| **Milestone Name** | **Start Date** | **End Date** | **Key Tasks** | **Acceptance Criteria** |
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