

Staffing Model

Q1:

Imagine we wanted to build a game similar to Clash Royale. Using reasonable assumptions, build a staffing model. Meaning a spreadsheet that describes the number of people needed by role on a monthly basis over say a 24 month development cycle.

Build the staffing model to the best of your ability researching as much as you can for kinds of roles and the number of people you think you'll need. I will not evaluate your model for correctness, but you should state all of your assumptions and try to create a model that can be driven by key assumptions. So basically try to create a model that is clean, simple, and able to be driven by assumptions without a lot of hardcoding.

Introduction::

Producing a game like Clash Royale requires an experienced team with skills in multiple aspects of game development. Assembling the staffing model for such an ambitious undertaking requires understanding each role and responsibility needed to bring this dream project to fruition; with this task we aim to develop one for a 24-month development cycle for something similar to Clash Royale.

Project Aim:

This staffing model seeks to estimate the number of people needed for creating a game similar to Clash Royale within 24 month development cycles, driven by key assumptions. The aim is for it to be simple, user-friendly, and flexible in use.

Assumptions:

- To create the staffing model, we will make some assumptions based on industry standards and our understanding of game development. We will assume that the project will follow a waterfall methodology with distinct phases such as pre-production, production, testing, and deployment.
- We will also assume that the team will work eight hours per day, five days a week, and that the project will require a team of 40 people at its peak.
- Additionally, we will assume that the project will have a budget of \$10 million.
- The game will be built for both iOS and Android platforms.
- The development cycle will last 24 months.
- The game will be developed using the Unity game engine.
- The team will follow an Agile development methodology.
- The game will be developed in-house.
- The team will be located in a single location.
- The team will work on a full-time basis.
- The team will work 8 hours a day, 5 days a week.
- The team will have 20 days of vacation per year.
- The team will work on a 1-month sprint cycle.
- The game will require localization into 5 languages.

Staffing Model:

Based on the assumptions and roles identified above, we have created a staffing model which estimates the monthly needs for roles over 24 months of development. The staffing model is divided into two parts: core team and support team. For core team roles we estimate approximately 18 people as monthly needs per role for 24 month development cycle.

Core Team:

The core team consists of roles that are required throughout the development cycle.

Role	Monthly Headcount	Responsibilities
Project Manager	1	Oversees the entire project and ensures that it is completed on time, within budget, and to the satisfaction of all stakeholders. Manages the project team and facilitates communication between team members.
Product Manager	1	Defines the product vision and strategy. Conducts market research to identify customer needs and wants. Defines product requirements and manages the product backlog. Works closely with the development team to ensure that the product is built to meet customer needs.
Game Designer	1	Designs the game mechanics, features, and overall gameplay experience. Creates prototypes and tests them with users to ensure that they are engaging and fun. Collaborates with the development team to ensure that the game is implemented according to the design.
Level Designer	1	Designs levels and environments that are visually appealing, engaging, and challenging. Works closely with the game designer to ensure that the levels are aligned with the overall game design.
2D Artist	2	Creates 2D graphics, such as characters, backgrounds, and user interface elements. Works closely with the game designer to ensure that the graphics are aligned with the overall game design.
3D Artist	2	Creates 3D models and animations of characters, environments, and other objects. Works closely with the game designer and level designer to ensure that the models and animations are aligned with the overall game design.
Animator	1	Creates animations of characters and other objects. Works closely with the 3D artist to ensure that the animations are aligned with the overall game design.
UI/UX Designer	1	Designs the user interface and user experience of the game. Creates wireframes and prototypes to test usability and improve the overall user experience. Works closely with the game designer and 2D artist to ensure that the user interface is aligned with the overall game design.
Sound	1	Creates sound effects and music that enhance the overall

Designer		gameplay experience. Works closely with the game designer and level designer to ensure that the sounds and music are aligned with the overall game design.
Programmer	5	Develops the game code and implements the game mechanics, features, and overall gameplay experience. Works closely with the game designer, level designer, and other team members to ensure that the code is aligned with the overall game design.
QA Lead	1	Develops and manages the QA strategy and test plan. Leads the QA team in executing test cases and ensuring that the game is free of bugs and other issues. Works closely with the development team to ensure that issues are resolved in a timely and effective manner.
QA Tester	2	Executes test cases and identifies bugs and other issues. Works closely with the QA lead and development team to ensure that issues are resolved in a timely and effective manner.

Additional Staffing:

As the development cycle progresses, additional staffing may be required for specific tasks.

Role	Monthly Headcount	Responsibilities
Additional 2D Artist	2	Additional 2D artists may be required to help create additional graphics, such as characters, backgrounds, and user interface elements, as needed throughout the development cycle.
Additional 3D Artist	2	Additional 3D artists may be required to help create additional 3D models and animations of characters, environments, and other objects, as needed throughout the development cycle.
Additional Animator	1	An additional animator may be required to help create additional animations of characters and other objects, as needed throughout the development cycle.

Note: Please keep in mind that additional staffing requirements are estimated based on assumptions regarding the development cycle, and may need to be adjusted according to actual project progress.

Conclusion:

In summary, this staffing model gives an overarching picture of how many employees will be needed in each role over a 24-month development cycle for a game similar to Clash Royale. Staffing models provide an effective means of estimating the personnel necessary to develop games similar to Clash Royale. Even though this staffing model is built upon assumptions, it provides a framework that can help ensure the right resources are available at the appropriate times during development. As projects move along, updates may be made to reflect changes in development cycles and staffing needs - making it a dynamic and useful resource for product managers. Overall, staffing models play a vital role in project planning processes by providing clear roadmaps for personnel needs as well as helping ensure successful game development and launch.

