

Tokyo Dark – Team Assessment

Summary:



“Cherrymochi is a small team that is enthusiastic, knowledgeable and passionate about the game they are making with a strong sense for the art direction, story and gameplay experiences they want to deliver. Square Enix Collective is very happy to support the team’s crowdfunding campaign and we believe that they have the skills and capabilities required to make the game they’re describing in this pitch.”

[The full team assessment can be found at the end of the pitch]

Full Assessment Report:

Tokyo Dark – Cherrymochi

Before any project can be supported through funding by Square Enix Collective, senior development staff at Square Enix will perform a Team Assessment, which looks at the skills, tools and experience the team already has, plus what funds raised will be used on, the development timeframe, and so on. This is followed up by a call or visit to the team, after which the Assessment Report is created based on some of the details shared.

Please note: featuring a game on the Collective campaign page IS NOT a guarantee on the part of Square Enix that Cherrymochi will deliver what they say they want to – the developer is entirely responsible for raising and spending funds, and creating the game; but we have checked the team and believe that they have the capability to build the game they say they want to.

Team

Cherrymochi is based in Japan with contributors world-wide, and currently consists of six people who have been working together for over six months: *Jon Williams* (programmer & environment art); *Laura Jin* (character art); *Matt Steed* (Audio); *Tyler Bradbury* (character animation); *Chris Krubeck* (dialogue); and *Maho Williams* (production).

Tools

Tokyo Dark is being built using the Construct 2 HTML games engine with game assets being created using Blender, Photoshop, Spriter, SpriteDlight, Chatmapper, After Effects and Audition. The team is very familiar with their tools and has proven pipelines for the creation of game content.

Funding

The funding target of CAD 40,000 is intended to see the game development through from its current state (see *Progress* below) to the full launch. Based on our evaluation of the team, and the assessment of work remaining, we believe this is a realistic budget; additional funding will allow the team to add more content and polish to the game overall.

Progress

The core technology is in place and all gameplay systems have been proven. The team has built about a quarter of the environment art, almost two thirds of character art and over 20% of the final game is in a playable state.

Assessment summary from Square Enix Europe's Director of Technology **John Lusty**:

- All technology required to build the game is ready and working. This *significantly* de-risks the remaining development work to finish the game.
- Large sections of the game are finished and while at the time of assessment a version of the game was not available for hands-on testing videos and other supplied assets show significant sections of gameplay. We have subsequently played a working vertical slice of the game.
- The team obviously cares very deeply about the game they are building and about creating emotional experiences for players through interactive story telling. They're very knowledgeable and enthusiastic about narrative games such as *The Walking Dead* and *Life is Strange*.
- My impression is that the team has a very clear focus on the game that they're making and are concentrating on the essential elements of the game and stripping away what is secondary to their goals.
- This approach will stand them in good stead in finishing the game - and moreover, finishing it to the quality levels they have set themselves and delivering the experience they intend.

Square Enix Collective is happy to support Cherrymochi as having the ability and expertise to deliver the game they say they want to build. However, it must be noted that Square Enix cannot offer any guarantee on funds pledged, as both the money raised and game development process is the full responsibility of the Cherrymochi team.