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August 10, 2017

Reggie Fils-Aimé
Nintendo of America Inc.
4600 150th Ave NE
Redmond, WA 98052

Dear Mr. Fils-Aimé:

My Name is Joshua Wehking and I am an aspiring game developer who is currently enrolled at *Full Sail University*. *Nintendo* is always leading our industry into the future and setting the standard for how high-quality gaming should be done.

Background and Purpose

The gaming industry has released hundreds of amazing games. *Nintendo* specifically has been responsible for some of the greatest games ever made since the 1980s. The problem with older games though is with advancements in technology they do not look as good on a higher definition display.

Proposed Plan of Action

A solution I have for this problem is by creating an in-house studio that's sole purpose is to focus on remastering some of *Nintendo*'s greatest games that have been released throughout the years. Over the past decade, the industry has shown there is a very profitable market for games being remastered from years past. Our first project will be to remaster *The Legend of Zelda: Skyward Sword*. We plan to update the game textures, bring the game into 1080 HD, remap the motion controls to work with the *Nintendo Switch*, and add an additional challenge dungeon like the ones added in past HD remakes of previous games in the series.

Schedule

Our goal is to have the same development schedule that *Tantalus Media* had with their HD remaster of *The Legend of Zelda: Twilight Princess HD* which took almost 2 years.

Deadlines:

September 01, 2017	- Preproduction begins and begin porting game to <i>Switch</i>
November 30, 2017	- Finish porting game from <i>Wii</i> software to run on <i>Switch</i>
December 01, 2017	- Begin optimizing every texture in the game.
June 01, 2018	- Finish updating textures and remapping controls
July 01, 2018	- Begin designing new challenge dungeon.
August 01, 2018	- Build new dungeon in game

December 01, 2018	- Finish new dungeon and began alpha version testing
January 01, 2019	- Finish alpha testing and began beta testing
March 01, 2019	- Finish beta version testing
April 01, 2019	- Submit gold version for mass production.
June 23, 2019	- Estimated release date

Staffing

Here is a list of the staff that will be needed for to start this studio and accomplish our first game:

Joshua Wehking - Lead Developer- experience with *Unreal*, *Unity*, *Mugen*, and modding various titles such as *Skyrim*, *Fallout 4*, *Mario 64*, and *Legend of Zelda Ocarina of Time*.

Rory Williams - Programmer- 10 years of experience in the industry with multiple AAA releases.

Clara Oswald - Artist- 5 years of experience with hundreds of handmade assets for sale in the *Unity* asset store.

Rose Tyler - Programmer- 6 years of experience with several AAA release titles including contract work on the *Legend of Zelda: Breath of The Wild*.

Jack Harkness - Programmer -10 years of experience in the industry with experience working on several AAA *Nintendo* titles, Including the original *Wii* version of *Legend of Zelda: Skyward Sword*, *Mario Party 10*, and *Mario Kart 8*.

Budget

Here is an itemized list of everything needed and the cost associated with it:

Item:	Cost:
Staffing total salary:	\$277,083
Computers, desks, office supplies, development software, <i>Nintendo Switch</i> developer kit:	\$80,000
Office space (including, power water, Wi-Fi):	\$47,500
Total Cost:	\$404,583

The estimated return from this game, if 1 million copies are sold at \$40.00 retail, is \$40,000,000. Every remastered *Zelda* title has sold over 1 million copies worldwide.

Authorization

The creation of this in-house studio will need about \$101,145.75 to get started by September 1, 2017. Every five months another payment of \$101,145.75 will be needed to continue to fund our operation until the first project is completed. Please contact me by email at jjwehking@fulsail.edu or phone at (904)415-7837 by August 30, 2017 with your response.

Sincerely,

Joshua Israel Wehking
Full Sail University Student