KALDRIS GAMES

OPERATION: URBAN STRIKE

Roadmap, team and budget

Version 1.0 · 2026

Project: Operation: Urban Strike · Target platform: PlayStation 5

Studio: Kaldris Games · Contact: contact@kaldrisgames.com

1. Roadmap · 18 months

PHASE	MONTHS	CONTENT	DELIVERABLE
1 · Prototype & kit application	1–3	Playable prototype, studio website, online demo, PlayStation Partners dossier	Functional prototype (PC, touch in testing)
2 · Unity port	4–9	Unity 6 LTS + PlayStation module migration, PBR models, DualSense SDK	Alpha build on PS5 kit
3 · Polish & TRC	10–15	4K 60 / 120 Hz, TRC audit, QA, AI balancing	TRC-compliant Beta build
4 · Certification & launch	16–18	FQA, Gold Master, marketing, launch	PlayStation Store release

2. Planned team

Planning assumptions (full-time equivalents per phase) — to adjust to the studio's reality:

ROLE	PHASE 1	PHASES 2–4
Direction / production	1	1
Gameplay / engine programming	1–2	3–4
Game design / levels	1	1–2
3D art / animation	0–1	2–3
Audio	0	1
QA	0	1–2

> No person's name is invented in this document: fill in the real team in the studio profile.

3. Budget framework

Structure to complete with your actual figures (no amount is stated here):

ITEM	PHASE	AMOUNT
Salaries and overheads	1–4	€
Engine / middleware licences	2–4	€
Hardware (PS5 kit loaned by Sony; development PCs)	1–2	€
Outsourcing (art, audio, QA)	2–4	€
Age rating, legal, certification	3–4	€
Marketing and launch	4	€

4. Tracking indicators

KPI	TARGET
Average frame rate	Stable 60 FPS at dynamic 4K
Load time	< 2 s
Alpha on PS5 kit	month 9
TRC compliance	100 % before FQA submission

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