

<b>FINAL TECHNICAL REPORT</b>
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**MAIN DATA**

Beneficiary: -----  
 Project Title: -----  
 Ref. Nr: -----

**PROJECT STATUS**1. Current status of the project (please tick the relevant boxes):

Still in development

*Expected date of production:* .. / .. / ....

Playable Trial version produced

*Please indicate the production date of the trial version:* .. / .. / ....

Playable Prototype produced

*Please indicate the production date of the prototype:* .. / .. / ....

*Please indicate the version of the prototype:*

Produced or in production

*Please indicate the start date of production:* .. / .. / ....

Released                       Not Released

*Please indicate the (expected) release date(s):* .. / .. / ....

*Please specify the platform(s):*

Abandoned

*Please justify the reasons for the abandonment:*

2. Overview:

Is the project based on an already existing Intellectual Property (IP)?

**Yes**                       **No**

*If yes, please specify title and author(s):*

*Comments (if applicable):*

**Game Overview**Category/Genre of work:

- Adventure       Role-Playing Game       Action       Strategy  
 Action-Adventure       Simulation       Other (*Please specify*)

Please specify in more details the **sub-genre** of the game (eg. platformer, point & click, real-time strategy, etc.):

Gaming platform(s):

- PC (Windows/Mac/Linux)       Consoles       Handheld devices  
 Other (*Please specify*)

For consoles, handheld or other, please specify:

Game modes:

- Single-player       Multi-player       Single-player & Multi-player

Gameplay options:

- Offline       Online       Offline & Online

Delivery media:

- Disc       Download       Web Browser       Other (*Please specify*)

Production language:

Localisation (= other languages available):

Target Audience: PEGI Rating (or expected):

- PEGI OK       PEGI 3       PEGI 7       PEGI 12       PEGI 16  
 PEGI 18       PEGI N/A (*Please specify*)

If the game is not subject to PEGI classification, please select the closest equivalent and specify the rating authority:

**Team Overview**

Role	Name	Gender M/F
Writer(s) / Creator(s)		
Head of Development		
Producer		
Director		
Creative Director		
Art Director		
Cast / Voice Talent ( <i>when applicable</i> )		
Other ( <i>Please specify</i> )		

**Budget Overview (in EUROS)**

Final (or estimated) total <b>Development</b> costs:	€
Final (or estimated) total <b>Production</b> costs ( <u>including the development costs</u> ):	€

**DEVELOPMENT WORK UNDERTAKEN**

Describe the artistic development steps of the project since the submission of your application and until the start of production.

Describe the financing and marketing research undertaken for the project since the submission of your application and until the start of production.

Describe in particular the co-financing and/or co-production strategy developed for the project; as well as the suitable potential partners/countries explored.

Describe also the distribution/publishing strategies undertaken, as well as the marketing approaches, and the results achieved. Indicate the attended professional markets and/or trainings and/or seminars and explain the expected outcomes. Describe the marketing methods/partners explored and implemented if applicable.

**OUTPUTS****List of required relevant supporting documents/material to provide with the final report:**

- Full script / treatment / storyboard / bible / illustrations (if not final version, please indicate the version nr.)
- Game Design Document (GDD), i.e. a document created by the development team describing amongst others the story, the characters, the design (level, sound, artworks...), the gameplay, the GUI, the target audience, etc.)

**AND** (*if applicable*)

- DVD or USB key (Retail version / Prototype / Trial version / Trailer / Teaser...)

**IMPACT**

1. Please describe the impact of the MEDIA support on the creative development of your project (10-20 lines)

2. Please describe the impact of the MEDIA support on the production, financing, research and marketing of your project (20-30 lines)

3. Please describe the impact of the MEDIA support on the innovative aspects of your project (10-20 lines)

**KEY PERFORMANCE INDICATORS**

Number of full-time equivalent staff working on the project

Number of full-time equivalent staff working on the project

Has the Creative Europe support improved the market position of the beneficiary operator?

Yes/No

Please indicate the number of European and international co-production and distribution partners reported at the end of the development phase of supported project

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Is the project a co-production between production companies from different countries?

Yes/No

**DATA MODIFICATION**

In cases your following data have changed since signature of your decision/agreement, please make sure to modify the relevant data directly in his profile under the Participant Portal

<https://ec.europa.eu/education/participants/portal>

- Company details (company name/legal status, legal representative, legal and/or corresponding address)
- Bank details (change of bank and/or bank account)

**VIDEO GAMES DEVELOPMENT**

**FINAL PAYMENT REQUEST**

To: Education, Audiovisual & Culture Executive Agency  
Office J59 3/087  
Avenue du Bourget 1, BE-1049 Brussels  
Creative Europe - MEDIA Sub-programme - Development

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**SUBJECT: Video Games Development – Grant Decision/Agreement Nr:**

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**Name of the Company:** .....

Please find attached the Final Technical Report submitted in accordance with the provisions of Article 4 of the above-mentioned Grant Decision/ Article I.4 of the above-mentioned Grant Agreement. I hereby request the payment of the balance of the grant.

For the Beneficiary Company [name and function]:

[Signature]:

Date:

Stamp of the Company:

Address and registration number of the Company: