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
- [ ] Action
- [ ] Role-Playing Game
- [ ] Simulation
- [ ] Action-Adventure
- [ ] Strategy
- [ ] 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

<table>
<thead>
<tr>
<th>Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>Writer(s) / Creator(s)</td>
</tr>
<tr>
<td>Head of Development</td>
</tr>
<tr>
<td>Producer</td>
</tr>
<tr>
<td>Director</td>
</tr>
<tr>
<td>Creative Director</td>
</tr>
<tr>
<td>Art Director</td>
</tr>
<tr>
<td>Cast / Voice Talent (when applicable)</td>
</tr>
<tr>
<td>Other (Please specify)</td>
</tr>
</tbody>
</table>
Annex IV

**Budget Overview (in EUROS)**

| Final (or estimated) total Development costs: | € |
| Final (or estimated) total Production costs (including the development costs): | € |

**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.

**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)


**OUTPUTS**

**List of supporting documents:**

- [ ] 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.)
- [ ] Final version of the video game
- [ ] Prototype or Trial version
- [ ] Video Trailer or Teaser

- [ ] I confirm that all publication and communication about the action (including the prototype, trailer, GDD, website, communication on social networks or platforms, etc…) include the following acknowledgement: "with the support of the Creative Europe Programme - MEDIA of the European Union" and the Creative Europe - MEDIA logo and the European flag

**Where is the MEDIA logo/credit visible?**
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)
To: Education, Audiovisual & Culture Executive Agency
Office J-59 03/007
Avenue du Bourget 1, BE-1049 Brussels
Creative Europe - MEDIA Sub-programme - Development

e-mail: eacea-media-dev-monitoring@ec.europa.eu

SUBJECT: European Video Games Development – Grant Decision/Agreement Nr:……………………………

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: