

Comp230 Component Proposal

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(possibly subject to change based on the BA game choice)

1 Multiplayer component Proposal

1.1 What is the product?

The product I intend to make is a networking component that will make the BA game multiplayer. This will allow players to play together over the internet or local network.

Is there a market? Who is the target audience? There is currently a large market for online multiplayer games at the moment, as most of the new AAA titles feature some sort of multiplayer interaction.

Also according to one article I found online, adding PVP multiplayer to your game could increase revenue by 510% <http://www.gamedonia.com/blog/pvp-increase-game-revenue>

The target Audience would be people who enjoy playing games with their friends online, or at LAN parties.

1.2 What are the unique selling points?

Depending on the type of game the BA choose to make, there is a lot of possibilities for unique selling points.

Could have some form of team combo mechanics, where the players can combine abilities.

1.3 Is the scope appropriate for the product development time-frame?

I believe with using the unity engine and possibly some third-party software this will be achievable. I can always cut back the scope of the multiplayer interactions if the scope is too large.