Comp240 Market Evaluation & Business Case

Alastair Rayner

March 8, 2017

About the Product

The product I have been working on is a lobby system for the BA team Firelock.

About the Product

The product I have been working on is a lobby system for the BA team Firelock.

This presentation will aim to address whether there is an audience for the game being developed by Firelock, and furthermore which marketing strategy we believe to be the best for this product.

About the Product

The product I have been working on is a lobby system for the BA team Firelock.

This presentation will aim to address whether there is an audience for the game being developed by Firelock, and furthermore which marketing strategy we believe to be the best for this product.

What is the target audience for this product?

 One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.

- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.

- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.
 - Both of these games have an owner base of around 700,000 players.

- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.
 - Both of these games have an owner base of around 700,000 players.
 - Valkyria Chronicles has sold a total of 1.3 million copies according to SteamSpy.

- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.
 - Both of these games have an owner base of around 700,000 players.
 - Valkyria Chronicles has sold a total of 1.3 million copies according to SteamSpy.
- The demographic for the game would be males and females in the age range of about 12+.

- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.
 - Both of these games have an owner base of around 700,000 players.
 - Valkyria Chronicles has sold a total of 1.3 million copies according to SteamSpy.
- The demographic for the game would be males and females in the age range of about 12+.
 - This demographic may not have a lot of disposable income, however they may have a lot of spare time.

- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.
 - Both of these games have an owner base of around 700,000 players.
 - Valkyria Chronicles has sold a total of 1.3 million copies according to SteamSpy.
- The demographic for the game would be males and females in the age range of about 12+.
 - This demographic may not have a lot of disposable income, however they may have a lot of spare time.
 - They may also be interested in merchandise.



- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.
 - Both of these games have an owner base of around 700,000 players.
 - Valkyria Chronicles has sold a total of 1.3 million copies according to SteamSpy.
- The demographic for the game would be males and females in the age range of about 12+.
 - This demographic may not have a lot of disposable income, however they may have a lot of spare time.
 - They may also be interested in merchandise.
- The lobby system that I am working on will allow players to play Firelocks game over a local network easily

- One target audience for this product would be people who like to play video games with their friends, especially at LAN parties etc.
- Another would be players who like strategy games such as Valkyria Chronicles and Frozen Synapse.
 - Both of these games have an owner base of around 700,000 players.
 - Valkyria Chronicles has sold a total of 1.3 million copies according to SteamSpy.
- The demographic for the game would be males and females in the age range of about 12+.
 - This demographic may not have a lot of disposable income, however they may have a lot of spare time.
 - They may also be interested in merchandise.
- The lobby system that I am working on will allow players to play Firelocks game over a local network easily

• There are very few competing games in this game genre

- There are very few competing games in this game genre
- There is a large, fairly new market for multiplayer games

- There are very few competing games in this game genre
- There is a large, fairly new market for multiplayer games
- This market in its current state is quite niche for tactial turn-based fps games

- There are very few competing games in this game genre
- There is a large, fairly new market for multiplayer games
- This market in its current state is quite niche for tactial turn-based fps games

Main marketing strategies:

Main marketing strategies:

 To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors

Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects

Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects
- Having a strong social media presence

Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects
- Having a strong social media presence

Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects
- Having a strong social media presence

Additional marketing strategies:

 There are plans to create 3D printed in game items as merchandise that can be sold along side the game

Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects
- Having a strong social media presence

- There are plans to create 3D printed in game items as merchandise that can be sold along side the game
- These 3D items would be some of the in-game runes that players use

Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects
- Having a strong social media presence

- There are plans to create 3D printed in game items as merchandise that can be sold along side the game
- These 3D items would be some of the in-game runes that players use
- These items can be sent out to streamers and content creators to raise awareness of the game



Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects
- Having a strong social media presence

- There are plans to create 3D printed in game items as merchandise that can be sold along side the game
- These 3D items would be some of the in-game runes that players use
- These items can be sent out to streamers and content creators to raise awareness of the game
- This would promote the game and increase revenue.

Main marketing strategies:

- To appeal to the young target audience the game is intended to be sold at a relatively low cost in comparison to it's competitors
- The marketing will focus on it's unique gameplay and multiplayer aspects
- Having a strong social media presence

- There are plans to create 3D printed in game items as merchandise that can be sold along side the game
- These 3D items would be some of the in-game runes that players use
- These items can be sent out to streamers and content creators to raise awareness of the game
- This would promote the game and increase revenue.

Product Pricing

• Miscalculating the product pricing (i.e. Pricing doesn't match the value as perceived by the customers

Product Pricing

- Miscalculating the product pricing (i.e. Pricing doesn't match the value as perceived by the customers
- Firelock aims to sell the game for roughly £7.99

Product Pricing

- Miscalculating the product pricing (i.e. Pricing doesn't match the value as perceived by the customers
- Firelock aims to sell the game for roughly £7.99
- However this may seem to be too much for the younger generation that has

Change in market size

 The market for this type of game has been around for while, as similar games such as Frozen Synapse were released in 2011.

Product Pricing

- Miscalculating the product pricing (i.e. Pricing doesn't match the value as perceived by the customers
- Firelock aims to sell the game for roughly £7.99
- However this may seem to be too much for the younger generation that has

- The market for this type of game has been around for while, as similar games such as Frozen Synapse were released in 2011.
- This means that the market has been open for a while.

Product Pricing

- Miscalculating the product pricing (i.e. Pricing doesn't match the value as perceived by the customers
- Firelock aims to sell the game for roughly £7.99
- However this may seem to be too much for the younger generation that has

- The market for this type of game has been around for while, as similar games such as Frozen Synapse were released in 2011.
- This means that the market has been open for a while.
- Furthermore SteamSpy stats show that the similar games still have an active player base.



Product Pricing

- Miscalculating the product pricing (i.e. Pricing doesn't match the value as perceived by the customers
- Firelock aims to sell the game for roughly £7.99
- However this may seem to be too much for the younger generation that has

- The market for this type of game has been around for while, as similar games such as Frozen Synapse were released in 2011.
- This means that the market has been open for a while.
- Furthermore SteamSpy stats show that the similar games still have an active player base.
- However of-course this could change



Product Pricing

- Miscalculating the product pricing (i.e. Pricing doesn't match the value as perceived by the customers
- Firelock aims to sell the game for roughly £7.99
- However this may seem to be too much for the younger generation that has

- The market for this type of game has been around for while, as similar games such as Frozen Synapse were released in 2011.
- This means that the market has been open for a while.
- Furthermore SteamSpy stats show that the similar games still have an active player base.
- However of-course this could change



Comparative games

 Renowned Explorers: International Society This is a successful turn based strategy game that was produced by a team of a similar size.

- Renowned Explorers: International Society This is a successful turn based strategy game that was produced by a team of a similar size.
 - This game made roughly £2,356,637 in sales.

- Renowned Explorers: International Society This is a successful turn based strategy game that was produced by a team of a similar size.
 - This game made roughly £2,356,637 in sales.
- Valkyria Chronicles This game had a slightly larger studio size, however their game is the best comparison in relation to gameplay.

- Renowned Explorers: International Society This is a successful turn based strategy game that was produced by a team of a similar size.
 - This game made roughly £2,356,637 in sales.
- Valkyria Chronicles This game had a slightly larger studio size, however their game is the best comparison in relation to gameplay.
 - This game made roughly £13,200,913 in sales.

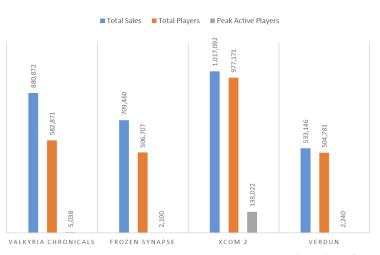
- Renowned Explorers: International Society This is a successful turn based strategy game that was produced by a team of a similar size.
 - This game made roughly £2,356,637 in sales.
- Valkyria Chronicles This game had a slightly larger studio size, however their game is the best comparison in relation to gameplay.
 - This game made roughly £13,200,913 in sales.
- Frozen Synapse This game is a turn based strategy game that was developed by a team of 4 core developers.

- Renowned Explorers: International Society This is a successful turn based strategy game that was produced by a team of a similar size.
 - This game made roughly £2,356,637 in sales.
- Valkyria Chronicles This game had a slightly larger studio size, however their game is the best comparison in relation to gameplay.
 - This game made roughly £13,200,913 in sales.
- Frozen Synapse This game is a turn based strategy game that was developed by a team of 4 core developers.
 - This game made roughly £6,725,052 in sales.

- Renowned Explorers: International Society This is a successful turn based strategy game that was produced by a team of a similar size.
 - This game made roughly £2,356,637 in sales.
- Valkyria Chronicles This game had a slightly larger studio size, however their game is the best comparison in relation to gameplay.
 - This game made roughly £13,200,913 in sales.
- Frozen Synapse This game is a turn based strategy game that was developed by a team of 4 core developers.
 - This game made roughly £6,725,052 in sales.
- Both Valkyria Chronicles and Frozen Synapse have multiplayer in their game, and they made significantly more compared to Renowned Explorers.

Similar Games

Similar Games



• Steam will be the primary distributor for this product.

- Steam will be the primary distributor for this product.
- Have a large social media profile.

- Steam will be the primary distributor for this product.
- Have a large social media profile.
- Advertise the local multiplayer and easy-to-use network lobby system.

- Steam will be the primary distributor for this product.
- Have a large social media profile.
- Advertise the local multiplayer and easy-to-use network lobby system.
- Sell 3D printed items of in-game objects to help raise awareness of the game

- Steam will be the primary distributor for this product.
- Have a large social media profile.
- Advertise the local multiplayer and easy-to-use network lobby system.
- Sell 3D printed items of in-game objects to help raise awareness of the game

Financial Breakdown

Firelock Financial Breakdown



Financial Breakdown

NET PROFIT (LOSS)

BREAKEVEN ANALYSIS

R-LOC Games Studio												
AMOUNTS SHOWN IN GBP SALES						Breakeve	n Analysis	Chart				
SALES PRICE PER UNIT	£ 7.99		£1,000,000.00									
SALES VOLUME PER PERIOD (UNITS) TOTAL SALES	100,000 £ 799,000.00		£800,000.00									
VARIABLE COSTS		22	£600,000.00									
COMMISSION PER UNIT	£ 2,39	STERLING	£400.000.00									
COMMISSION PER UNI	£ 2,37	Essa	£200,000.00									
		POUNDS	E-									
VARIABLE COSTS PER UNIT	£ 2.39	64	E-	0 10	0,000 20,000	30,000	40,000 50,00	00 60,000	70,000 80	,000 90,000	100,000	
TOTAL VARIABLE COSTS	£ 239,000.00		-£200,000.00									
UNIT CONTRIBUTION MARGIN	£ 5,60	-£400,000.00					CATEGOROUS	ME (TRITTS)				
GROSS MARGIN	£ 560.000.00		SALES VOLUME (UNITS)									
GROSS WARGIN	1 500,000.00			——FIXED COS	TS PER PERIOD	TOTAL	COSTS -	TOTAL SALES	NET PRO	OFIT (LOSS)		
FIXED COSTS PER PERIOD												
PROJECTED SALARY	£240,000.00		Variable Costs per Unit				Unit Contribution Margin					
OFFICE RENT	£ 14,400.00											
EQUIPMENT	£ 12,000.00											
LICENSES	£ 14,464.00											
OTHER FIXED COSTS	£ 1,425.00								£2.39,			
TOTAL FIXED COSTS PER PERIOD	£ 282,289.00								30%			
								£5.60 .				
NET PROFIT (LOSS)		£2.39 , 100%										
RESULTS								. 1	ARIABLE COSTS	DED TRIFF		
BREAKEVEN POINT (UNITS):	50408.75		= COMMISSION PER UNIT					• UNIT CONTRIBUTION MARGIN				
				* COMMISSION	PERUNII				NET CONTREBUT	IION MARGIN		
SALES VOLUME ANALYSIS	3:											
SALES VOLUME PER PERIOD (UNITS)	0	10,000	20,000	30,000	40,000	50,000	60,000	70,000	80,000	90,000	100,00	
SALES PRICE PER UNIT	£ 7.99	£ 7.99	£ 7.99	£ 7.99	£ 7.99	£ 7.99	£ 7.99	£ 7.99	£ 7.99	£ 7.99	£ 7.9	
FIXED COSTS PER PERIOD	£282,289.00	£282,289.00	£282,289.00	£282,289.00	£282,289.00	£282,289.00	£282,289.00	£282,289.00	£282,289.00	£282,289.00	£282,289.0	
VARIABLE COSTS	£ -	£ 23,900.00	£ 47,800.00	£ 71,700.00	£ 95,600.00	£119,500.00	£143,400.00	£167,300.00	£191,200.00	£215,100.00	£239,000.0	
TOTAL COSTS	£282,289.00	£306,189.00	£330,089.00	£353,989.00	£377,889.00	£401,789.00	£425,689.00	£449,589.00	£473,489.00	£497,389.00	£521,289.0	
TOTAL SALES	£ -	£ 79.900.00	£159.800.00	£239.700.00	£319.600.00	£399.500.00	£479.400.00	£559.300.00	£639.200.00	£719.100.00	£799.000.0	

-£282,289.00 -£226,289.00 -£170,289.00 -£114,289.00 -£ 58,289.00 -£ 2,289.00 £ 53,711.00 £109,711.00 £165,711.00 £221,711.00 £277,711.00

Thank You

Thank You.