

RaceTrack

a product by PathFinder

PSIT3-FS20-IT | 8ta_WIN-Team5

Marco Forster, Marvin Tseng, Manuel Berweger, Dan Hochstrasser

What is RaceTrack?

- Turn-based racing game
- Player has to strategically choose his next moves
- Moves are based on the player's previous turns

Why you should be excited about RaceTrack

- It's fun, alone or together with friends!
- It's good for your brain, challenges yourself with every new game
- Can also be used for educational purposes!
Teaches you about vector mathematics

Demo 

What are the benefits?

- Why not just play the game with paper and pencil?
- Play it on any screen you want!
- Play the same round multiple times!
- Compare your previous scores!
- Make it more thrilling with features only possible digitally, e.g. power-ups and boosts

How can we make a profit?

- Game will be available as a free download, to be able to reach a bigger audience
- Generate revenue by selling in-game content like new cars, tracks and additional features
- Profitability will be reached within a year
(with a predicted user base of ~30'000 users)

How do we achieve it?

- First release with basic functionality will be given a development period of 12 weeks
- Development will occur iterative and incremental in accordance with the Unified Process (UP)
- 400 - 500 man hours are estimated for this period

Any questions? 🤔

Thank you for your attention 😊