***The Client***

***-Ben Miller***

The premise:

The premise presented was to pitch a concept for a game to an interviewer who would decide whether the game was good enough to be made, the game would need different aspects to be shown, such as cost, size and team

The game presented:

The game which the team presented was a game reminiscent of the existing game “Minecraft”, which would go by the name ”Craftmine”. The game was to be made essentially the same. The game would cost around £750,000 to make, however unlike the existing Minecraft, the game would be a lot cheaper for players, costing at around £10 for the game. The game itself would make its main income from micro transactions where players could buy cosmetic items.

The game would also feature a battle pass system for more income and for the players to have a chance to earn more rewards. Players could also pay to advance, meaning that they can purchase items that will boost them in the game, but not give them an unfair competitive advantage over other players.

The game presented to us:

The game presented to the team was a simple mobile game where players would go around shops scanning items. The game itself would be relatively cheap to make, at just £10,000, but it would make money from in game loot boxes which players could buy, where they would receive randomly generated rewards. The team required workers with a background in technology and development for the job, and requires people with previous C# experience.

The game could be played on any type of smartphone and would be downloaded for free on the app store.

Problems encountered:

The problems encountered within the team were that the team didn’t have many ideas to present for the game, leading to it just becoming a game with little content, as well as not providing enough insight into what was required from the client.

Improvements:

To improve next time, the team could put more work into creating better concepts and ideas to the interviewers, such as going into more depth about what is needed to make the game, and what kind of people would need to be hired.

Team members:

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