Team Members: Brennon Franklin, Connor Winspur and Danyal Mahmood.

The task the team had to complete was to interview another team to understand what they wanted the team to create and then to present the concept that they created from the information gained from the interview. The interviewed team would then decide whether to accept the team’s idea.

The team that was interviewed wanted to make a game similar to the popular sandbox game Minecraft. They wanted to make a version with microtransactions that can be used to allow players to advance further in the game than if they were free to play. The team also wanted it to allow cross-platforming between pc, Xbox, PlayStation as well as mobile.

The game would be created using open source software under the LGPL and be written in the C++. The game will be a long-term project with updates happening all the time. The team decided to focus on the survival aspects of the game in which players must use the resources they find to survive. The game would have over 200 add-ons that are either free to use or require a small purchase price.

The name decided to name the game BlockCraft 3D and they also decided to add in a craft pass that was a reward system that players could purchase for 1000 craft points. The craft pass has a 100-tier system is purchased monthly that Craft points are purchasable add-ons that cost money. 600 craft points will cost £2.50 so the player would spend £5 in order to purchase the pass. Craft points are also used to purchase cosmetics in the game’s store. The craft pass also provides the players with craft points as well as giving them access to new add-ons free of charge.

The game would have weekly updates that also provides challenges for the players to complete. The players are rewarded with bonuses as well as being able to progress through the craft pass faster. Completing all weekly challenges every month gives the players unique limited items. These items will provide the player with buffs that make the game easier for them to complete. These items can only be obtained through completing the weekly challenges.

The team proposed this idea to the client team that was more than happy to provide the team with the funds required to create the game. They really liked the idea of having a tiered reward system that would allow players to progress faster than other players depending on how much they invest.