

# Vision

## Introduction

We set out to do a playable game application where they have two modes to interact with. They can build the game area and then later play in that same area that they created. It allows the user to have flexible gameplay while also helping them navigate the game by giving them a help screen that they can look at when they need to.

## Positioning

### Business Opportunity

The gaming industry has been one of the most prominent industries to grow in the last two decades. It has started to represent a bigger part of the entertainment industry in terms of generated revenue. The main actors in the industry have created many games that are costing them millions of dollars. Some of these games have been successful, but a lot of them have also failed and made huge loss of revenue for these companies. On the other hand, we have seen a resurgence of games that are made by smaller teams and companies that cost them much less to make. However, some of these games have become so popular with fans that they end up generating much more revenue than the games of big companies. Our game, which is developed by only six people, is trying to achieve a success story like these games by creating a game that will engage the public and will be fun to play for many years with its unique style.

### Problem statement

There are countless games to play right now, but still, many people complain about not being able to find any games to play. One of the reasons for this is people don't have time to play many of the games that take too much to play. Many prefer games where they can just play one or two rounds in their study or work breaks to have a little fun. Our game is built just for that, considering it is a game where you can play in less than 10 minutes.

### Product Position Statement

Our game is designed for practically everyone interested in video games. However, because it doesn't take much time to play, students and people who work from home can be the main targets for our game, considering they will have time to play our game during their breaks and have some fun.