# Tutorial 1 - Project Overview Statement

The project is an online multiplayer game hosted on a website. Most of the actions the player wants to commit are based around UI instead of traditional real time graphics. It is a game where players play as a creature that can evolve using in-game currency to get new abilities and traits, making the gameplay very varied between each user.

1) Project’s business case – Since the game is played through a website, it is possible to display ads on the UI the users click through, in addition to simple banner ads, playable video ads can be optionally player by the user to increase the rewards the user receives from certain actions. Additionally microtransactions will let players purchase vanity items that don’t influence the gameplay but change the appearance of the user’s creatures.

2) Project’s goals:

* Develop a game with mostly positive reviews
* Establish a loyal player-base
* Turn a profit through ads and microtransactions

3) Criteria for success:

* Develop a game with at least average reviews
* Turn a profit through ads and microtransactions

4) Assumptions – The project is a multiplayer game hosted on a website so it is reasonable to assume that the users use a common browser that doesn’t have too many quirks(i.e. chrome, edge, opera, etc.)

5) Risks – it is possible that the game launches with not enough players interested, making the game obsolete as a multiplayer game. It is also possible that DDOS attacks might occur. Bugs might occur which can break the game’s economy. Too much advertisement will drive players away, while too little advertisement might make the server maintenance cost higher than the income. It is a multiplayer game that at some point will stop being played by people, meaning the servers will have to be shut down when there isn’t enough people generating income, essentially taking the game away from the last few remaining players

6) Main tasks to be completed:

1. Purchase a server
2. Announce the development of a game
3. Create the webpages the user interacts with
4. Create UI elements for each webpage
5. Add the main mechanics and basic interactions
6. Spend money on marketing
7. Polish the main mechanics
8. Add banner ads the user can see
9. Add optional playable ads
10. Add microtransactions
11. Announce the release
12. Host the website on the server