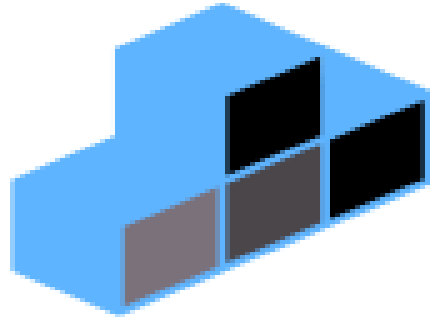


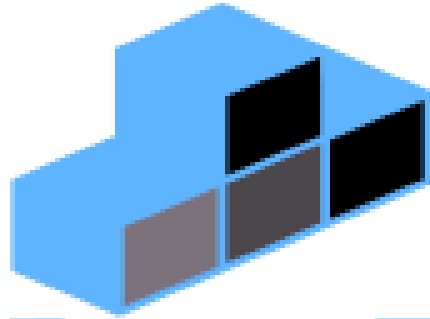
1. I want my business to be an independent game development company. But here's the catch, this type of business is hard, and not simple. Most games I make will probably fail, because there is probably a game out there that just has more awareness. However, I have planned for that to happen in my business plan.
2. This will be both a manufacturer of indie games as well as a marketer for the stock market. The thing is, indie games are dependent on producers and investors. Rami Ismail of Vlambeer gave a great speech that I listened to and watched.  
[https://www.youtube.com/watch?time\\_continue=1460&v=PZn9a9-Gyc0&feature=emb\\_logo](https://www.youtube.com/watch?time_continue=1460&v=PZn9a9-Gyc0&feature=emb_logo)
3. Definitely video games, maybe not directly creating them, but definitely producing, programming, and creating video games of all types and genres.
4. See if there are any investment opportunities I can take into consideration. Such as the Stock Market, Investors, and other businesses looking to merge or invest into others.
5. Well I believe that we need licensed goods to create a game, such as the Game Engine. Before we make our own we have to use other games engines. Also any products we need for the other parts of development, such as audio creation, sprites, & backgrounds. So GameMaker Studio 2, and Piskel would be products I'd use.
6. Well due to the amount of work a game takes I would say to put people full-time, but due to the amount of work given to employees in this field, I want my business to be goal-oriented, and not money oriented. I want to make a genuinely good game for others, because that's what I want. I don't want people to be concerned about the money, or meet a timeline. Obviously that might have to happen later, but I want a group of people willing to work full-time. If they want part-time or seasonal, they can have it. Hiring would take place through an application process, via website forms.
7. Well advertisements and creators on YouTube would be a big one. Lots of gamers are on YouTube playing many video games. Also Twitch and other gaming related companies like Epic Games, Steam, and Origin.



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9. An EFFECTIVE Marketing strategy. What matters is putting users first and focussing on the soft launch. A soft launch is basically an alpha, beta, and giving it to users early to try out. The game MineCraft and Fall Guys did that really well. Fall Guys had given popular streamers a bunch of beta keys, allowing for viewers to easily spread awareness and give it VIRAL popularity. Also having social media accounts is key.
10. We are looking for Private Ownership and Partner with other indie organizations, and publish their games, and use it as an outlet.
11. The reason why is because we have a good relationship with stockholders, and also has the advantage of having limited amounts of liability. It will be charted to last for a long time.
12. Management will be put in a lot of places. First Management will consist of a sort of pyramid if you will. The CEO will manage the other Chief Officers and have officer meetings with each of them. Then Those officers will manage their particular job, for example The CEO, will manage the other officers, the CMO, will manage the marketing team, the CFO will manage finances with the company, the CTO will manage the tech given to all workers, and CCO will manage the customer relations team. And so on. Going all the down to the actual workers, from programmers, to marketers, to social media creators and ambassadors.
13. Our goals are to create art that makes people happy and makes us happy, to create a stream of revenue for all our workers, and to work together with other publishers and developers to make the best gaming experience ever.
14. Programming for sure. People need to know how to program. Also Musicians and audio designers, they make all the audio and ambient music. Very important. Also sprite

- creation, and art design, very important jobs for the visual aspect, and they will work hand in hand with developers, helping them every step of the way. Marketers, who know how to make a small game, successful and knowledgeable. They need to have connections to other companies, and other people to spread awareness about the game.
15. Well I will hire workers not primarily based on their experience, although that's important. They need to have a compatible personality with our company, and are inspired to make art of some kind. I will also hire talented experienced people. As a private organization with a limited amount of people, I will choose my programmers very carefully. I will pay them \$66,000 a year, along with other workers. Bonus will depend on extra work they do, including overtime, and etc.
  16. Motivating and inspiring people is something I always try to do. By giving them daily speeches and more enthusiasm everyday, our company can grow by having PMA, a set goal, and perseverance like no other.
  17. Obviously having workplace diversity is something that cannot easily be done, because it really depends on how effective the employees are at their jobs. I don't care about the gender, sexual orientation, or even education given. I just need to have a test for them to see if they match what I value in people and developers, and creators.
  18. Well safety awareness wouldn't be too much of a thing, and honestly, I might have a lot of employees work from home, unless they can't, otherwise they will be provided with a laptop and coding corner at work. Just do regular drug tests, and also make sure they are healthy mentally and physically. Consistently check in with employees.
  19. **Daydream Games continued growth, profitability and prosperity is linked to our employees' ability to make decisions that are consistent with Daydream's core values and ethical principles. We are a Company committed to: Passion for Excellence, Integrity, Teamwork, Inspired People**
  20. Since there are not a lot of "physical" things needed for Game Developing, the only real thing we would have barriers on is merchandise. We would export goods all over the world for physical copies of the games.
  21. I think we would definitely go with interstate commerce. The reason being simply more awareness for our products. If we do intrastate, since it is only monitored in one state, not a lot of people will know who we are. We need to start in the big picture, since it is an EXTREMELY competitive field.
  22. EVERYTHING. All custom artwork, images, code, games, names for the games, music. All under ©DayDream Games.
  23. Well, any other indie developers working on games. Also small businesses like Devolver Digital, Puppet Combo, and then big corporations like Bethesda, Microsoft, Ubisoft, EA, Activision, Blizzard, and Valve. But honestly, our goal is to probably be bought by a corporation to receive funding. The problem with that though, is that will affect the deadlines.
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25.

