Ian, Eric, Aamina

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Project Proposal

Project Idea:

Our project is a user-run used game marketplace. Encompassing both Traditional boardgames and video games from systems both past and present, our Game Market, will allow local users to sell and buy games to each other in an ad-hoc environment, while also providing the tool to allow distant users to purchase games in a more traditional online system.

Related Projects:

Our competition would be established online markets like craigslist and Ebay, and traditional stores that hold a used game selection such as Gamestop.

Our business will be different by offering both local and non-local business options.

Target Market:

Impulse buyers and buyers looks for relatively uncommon games.

Relation to target Market:

I play a lot of games, both new and old, and sometimes I'm just itching to play a nostalgic older game. Thing is most game stores won't sell them because of the game being for a system that isn't played enough anymore, and that is really frustrating. Often by the time I've found a copy online, i've lost interest because it would take 3-4 days of shipping time to buy.