Virtual Stove Market Game

Simple Project Proposal

1. Overview

This project is a small game where players collect and trade cosmetic stoves. Players can open limited lootboxes to receive items, trade with other players, and try to make a profit in a constantly changing market.

The main purpose is to create a fun experience that demonstrates how virtual markets work, without involving real money.

2. Main Features

- The game includes stoves with different rarity levels.
- Players can open limited lootboxes that can eventually run out.
- A trading system allows players to exchange items with each other.
- Each item has a price history that can be viewed over time.
- Items also include a simple ownership history.
- A chat system supports communication and trading between players.

3. Why This Project Is Useful

Learning

- It demonstrates how supply and demand influence item prices.
- It introduces basic concepts of game economy design.
- It gives developers a chance to practice backend development, data handling, and UI work.
- The project is flexible and can be expanded in the future.

Gameplay

- The game provides quick and exciting actions.
- The risk-and-reward system keeps players engaged.
- Collecting rare items creates long-term motivation.
- Trading allows players to compete through strategy.

4. Why Players Might Enjoy It

Players might enjoy the game because it has simple rules, allows them to chase better items, encourages them to collect rare stoves, and gives them opportunities to trade for profit. The social interaction through trading adds extra fun to the experience.

5. Possible Future Improvements

- Players could earn titles or achievements.
- Daily or weekly challenges could offer small goals.
- Special events could change the market or introduce unique items.
- A progression system could help players feel rewarded over time.

6. Risks and Problems

- Too much randomness may frustrate players.
- Poor balancing could cause inflation or make the game boring.
- Wealthier players might dominate the market.
- Adding too many systems could confuse new players.
- Limited time may prevent all features from being completed.

Ways to Reduce Problems

- We can test and balance the game regularly.
- We can release new features slowly and carefully.
- We can track player data and adjust the economy when needed.

7. Main Goals

- We want to create a functioning economy with items and trading.
- We want to track prices and the behavior of items over time.
- We want the game to show how scarcity affects player decisions.
- We want to encourage creative trading and strategic thinking.
- We may add item customization if time allows.

8. Target Players

- Players who enjoy collecting items.
- People interested in game economies.
- Players who like risk-based gameplay without spending real money.
- Competitive traders who enjoy market systems.

9. Project Plan

Minimum Version

- The game should include an item system with rarity.
- Lootboxes should have limited quantities.
- A simple trading system should allow players to exchange items.
- The game should save all important data.
- The UI should be basic but functional.
- The game will include ownership history for items.
- Players should be able to view price analytics.

Extra Features

- Items may be merged or upgraded.
- The chat system may include basic moderation tools.
- Events or challenges may be added later.

10. Summary

The Virtual Stove Market Game is an engaging project that combines elements of luck with a simple virtual economy. It teaches players how digital markets work and gives them a safe place to experiment with trading strategies without using real money.