

AzurionQuest

Commercial documentation for Revivor

BlackCrew

BlackCrew is a young game-dev startup specialized in all-times video games classic revivals.

The team

We're four young and highly thrilled developers working at BlackCrew.

Quentin Pomarel

Julien Sergent

Florian Faity

Mathieu Vandeginste

Business model

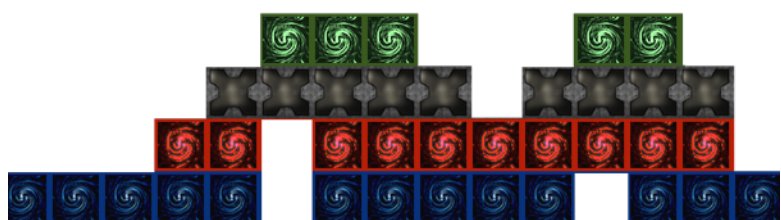
Our game is based on a freemium business model to make it available for free.

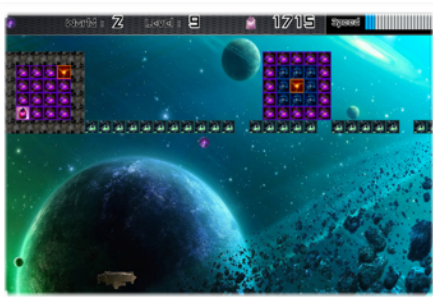
Nevertheless we have built in-app purchases to be profitable within the shop (bonus items).



Introduction

*AzurionQuest is a revival of the all-times classic "Arkanoid", the well-known brick breaker game. We added innovative new features as vortex bricks, rockets. But above all AzurionQuest is a science-fiction brick breaker arcade game based on great graphics and astonishing animations. We especially worked on our universe based on the story created around the game. The sounds and soundtrack helps the user experience to become even more immersive and unbelievably addictive. This document explains our **organization** and our **business plan**.*



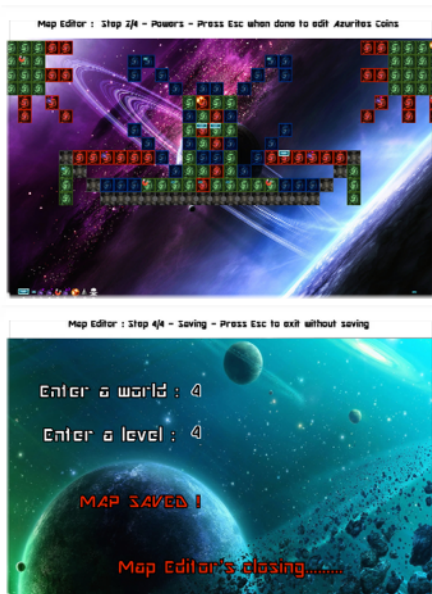


Outlook

Our game has been developed entirely in English (vars, enumerations and comments) and has been methodically structured in separate files and functions to be perfectly understandable by any developer and also to anticipate a potential internationalization.

Map Editor

We have built a Map Editor program to let us improve the game in the future or create a new mode for players to let them build their own maps.



Organization

Our team is structured as shown in this organization chart .



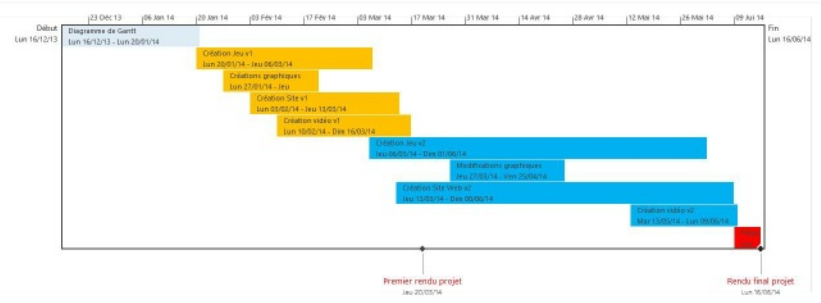
We are all skilled to develop because we are a young and tiny game-dev startup but we do have clear areas of responsibility.

Both developers are responsible for developing respectively the game in C/SDL and the website in HTML/CSS/JS and the porting of the game in Google all brand new technology NaCl. The web dev is also managing the hosting (VM, database).

The head of business is the commercial leader and responsible for animating our products, communication and sales.

The manager coordinates the technical and commercial poles and ensures all is working well. He's responsible for the project's advancement and establishes the Gantt's diagram and the deadlines.

Here's the diagram we established 6 months ago with our deadlines.



We mainly respected the deadlines but we needed much time to understand and master the SDL technology (tutorials). So it took a long time to start the core of the game development, but as soon as we really started the development was fast and

powerful. The second phase (blue on the chart) was slower because it was about adding details in the game and website (design) and about managing all the bonus/malus required by your specifications.

They were bonus/malus inside the game but different ones for the bought inside the website shop.

The red phase is the bonus time required to finish. We used it to solve many difficulties encountered with the virtual machines and NaCL technology.

To conclude, the development was an amazing experience. However, we could say that for a game ported on a website, it would have been easier to use web technologies such as JavaScript. The C language, although extremely powerful (low-level) is quite unadapted for a website and the NaCl technology isn't massively used and requires Google Chrome browser.

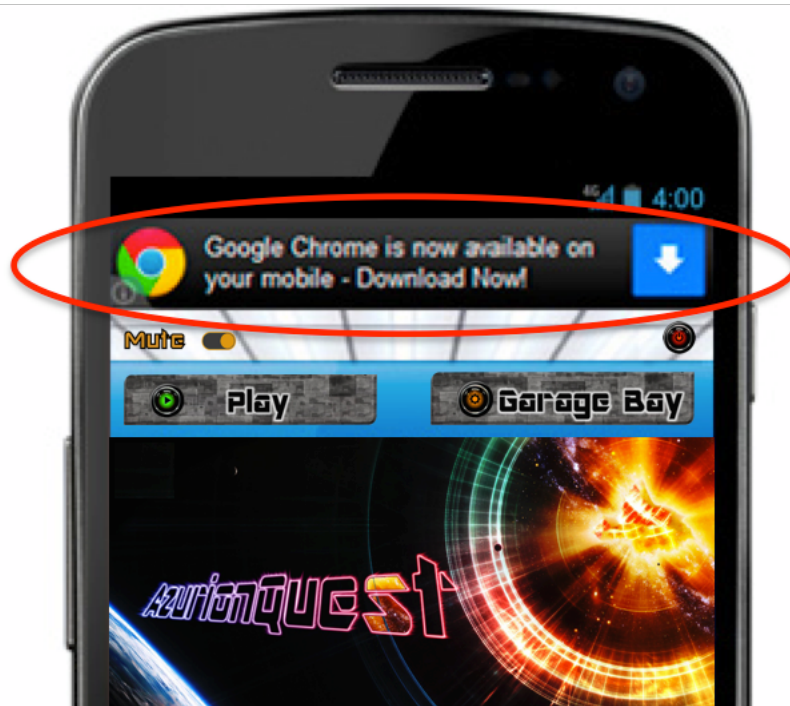
Business plan

To increase the game's incomes we plan to add **advertisements** banner on the website.

Afterwards, we are going to **port the game for mobile devices** such as **tablets** as iPad and **smartphones** as iPhone.

We will get all the benefits of the mobile stores such as Apple AppStore, Google PlayStore and Microsoft Store.

We already started the development on our game on Android and we will also add adverts banners on our mobile apps to increase the benefits.



Conclusion

We hope that you appreciate our rewriting of the all-times classic «Arkanoid» brick breaker and enjoy our innovative features and astonishing design.

AzurionQuest is not only a great game, but it's also a profitable game with a planned business model.

We would like to thank you to have trusted in our company to rewrite this game, and we are looking forward to knowing your feeling about it while our next meeting.

Yours sincerely,

Mathieu Vandeginste

A handwritten signature in black ink, appearing to be 'Mathieu Vandeginste', written over a horizontal line.

Manager of BlackCrew