

JUNE 2020



# Project Proposal

PROPOSED BY

Spatial Games.

PROPOSED TO

Digital India

SPATIAL GAMES

# PROJECT PROPOSAL

## OUR VISION

To make productive games  
Mobile multiplayer game made in INDIA

# PROJECT PROCESS

Multiplayer Mobile Game - Made In India

### **Cover Letter**

Respected Team,

It was wonderful to learn about your vision and goals for your mobile multiplayer app idea, under make in India program. Building a mobile multiplayer game which also, act as a social hub that also becomes a common platform for users to interact with each other but one that I think will be well-received as well.

In this proposal, I've laid out our plan to successfully deliver this project for you, along with associated processes, game design document and timeline.

I believe this is a great opportunity to impact the world and look forward to the chance to collaborate with you. Please review and then schedule a call at your convenience.

Let's build something great!

# Table of Content

## OUTLINE

**Exclusive Summary**

**Application Component - (Game  
design and components)**

**User Experience and flow**

**Timeline**

**Conclusion**

**About**

## OVERVIEW

This proposal outlines a plan to build a massive multiplayer mobile platform game for on behalf of digital India incentive. That app will round up all the multiplayer game genre functionality. The game is mobile multiplayer fps which also act as a social platform for the players to interact virtually with others during the game play. Based on these and other factors, we believe we are well-suited to deliver an excellent mobile multiplayer game under Digital India.

## GAME OVERVIEW

**Name :** SPB ( **S**urvival **P**layer **B**attleground)

**CVG, Gener :** Battle royal game, Shooter game

**Game play modes:** Multiplayer video game

**Platform Support :** Android, iOS, Nintendo, PS4

We present the mobile base massive multiplayer game **SPB**, it's based on player vs player shooter game where a number of players fight in to remain last alive, the player have an option to adopt solo mode or team of four, last team/person alive wins the match

Each match starts with the player launch on unknown planet/arena, all the player will launch without any gear, the player needs to loot the weapons in order to survive all loot box are distributed procedurally distributed throughout the map at the start of a match. During the gameplay random region of the map is highlighted with different danger zones, on average each session of the game held for 30 min. At the completion of the game session, each player will receive a loot box as per the number of kills in the game.

# Audience

## TARGET AUDIENCE

For **SPB** our target audience is e-sports players. E-sports gaming community refer to games that feature a team of players trying to eliminate another team within a virtual map or complete an objective. Most of the e-sports players are encouraged to interact with and conflict with one another organically, not simply because they were spawned into the world, and are expected to know the objective.

## MOBILE MULTIPLAYER MARKET DATA

According to the VentureLab, the mobile game market is expected to rise by 14% during the period of 2020-2025, the active numbers of mobile gamers have reached to 2221.9, the main reason is that smartphones are handy, and it can be used for various activities.

However mobile games are seasonal in nature, which means popularity if the game fades away as per the passing days. The demand for new games is difficult to forecast, which is retraining the market growth.



Study Period:	2019-2025
Base Year:	2019
Fastest Growing Market:	Asia Pacific
Largest Market:	Asia Pacific
CAGR:	14 %



# COMPETITIVE LANDSCAPE OF E-SPORTS

The mobile game market is competitive in nature major publishers and production house like Tencent Holdings Limited, Activision Blizzard, Inc, and Zynga, Inc. amongst others.

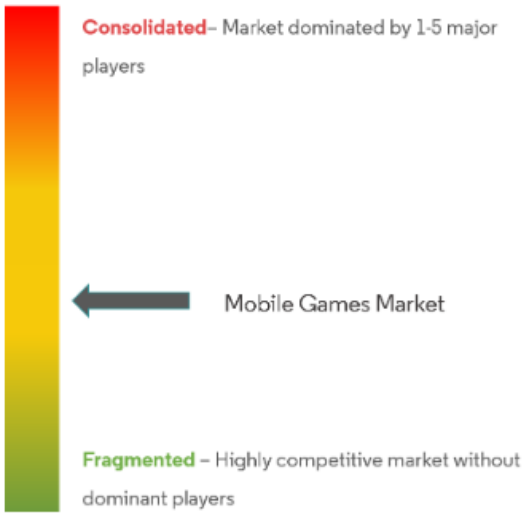
Major companies are developing advanced technologies and launching new products in order to stay competitive in the market. Seeing the growth opportunity in the market, companies are entering the market.

After China in esports game, India holds the number of mobile base player, By seeing the open market of E-sports we can launch the MOBA (Massive Online Battle Arena) genre base game for mobile platform

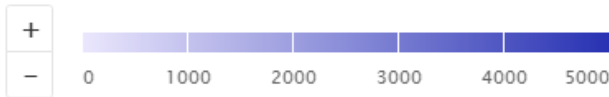
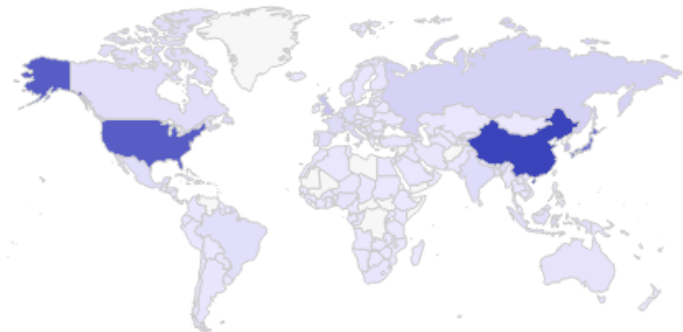
### Major Players

- 1 Tencent Holdings Limited
- 2 Activision Blizzard, Inc
- 3 Electronic Arts Inc.
- 4 Nintendo Co., Ltd.
- 5 GungHo Online Entertainment, Inc ( SoftBank Group)

### Market Concentration



# GLOBAL COMPARISON REVENUE



Top 5	
1.  China	US\$4,523m
2.  United States	US\$3,804m
3.  Japan	US\$3,037m
4.  South Korea	US\$1,138m
5.  United Kingdom	US\$935m

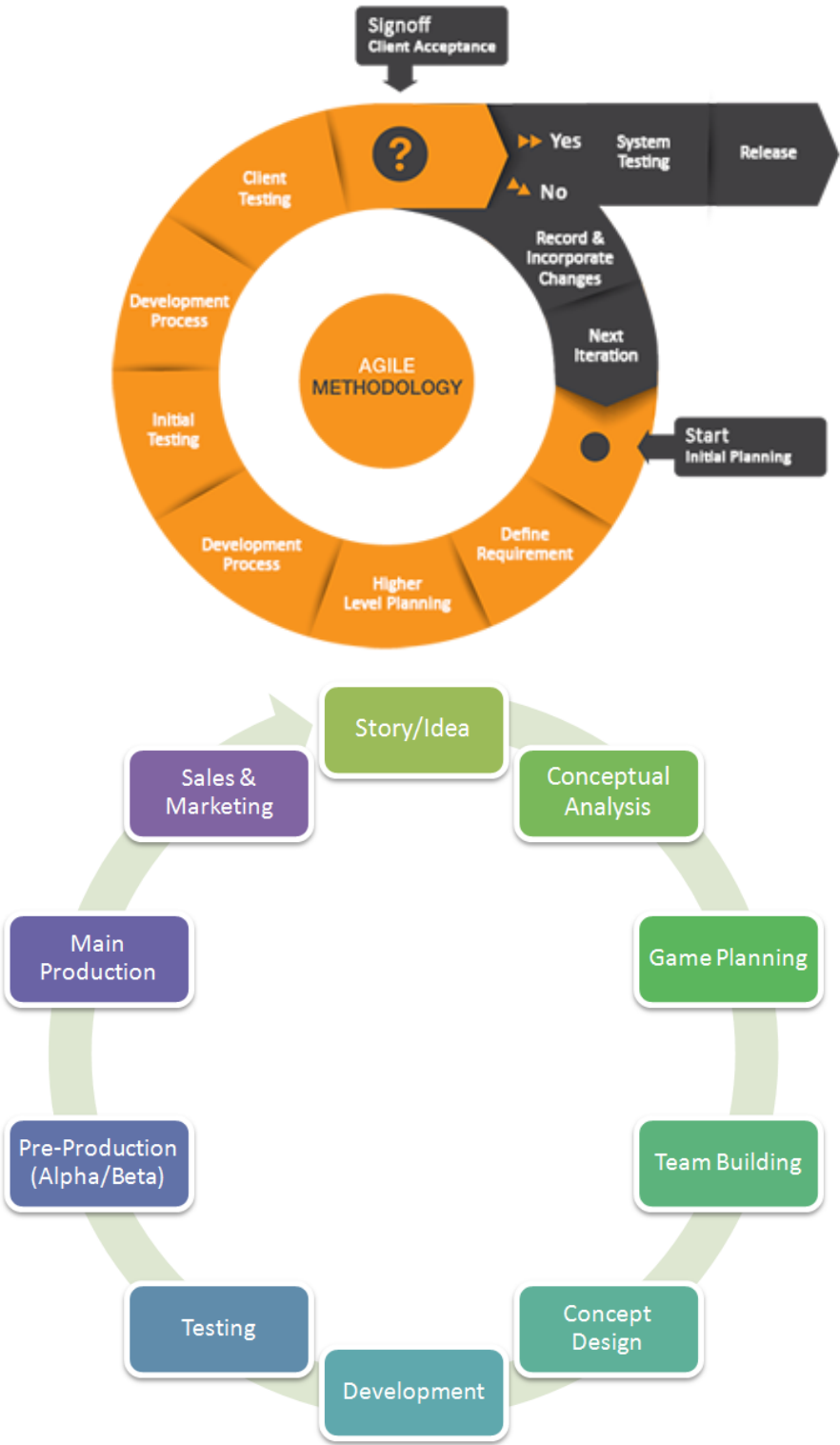
# PROPOSED DEVELOPMENT PROCESS

During implementation phase many features are added, removed, or modified. Accordingly, one needs to make some modifications to game design and requirement analysis. Thus, one of the most suitable development methodologies for game development is the iterative development process.

**“The more times you iterate, the better your final game will be”**

We prefer the iterative development process with specified milestones and deliverable for our project

We practice Agile and waterfall model for the development of the game, for SPB we follow Agile methodology, as the agile cycle describe below

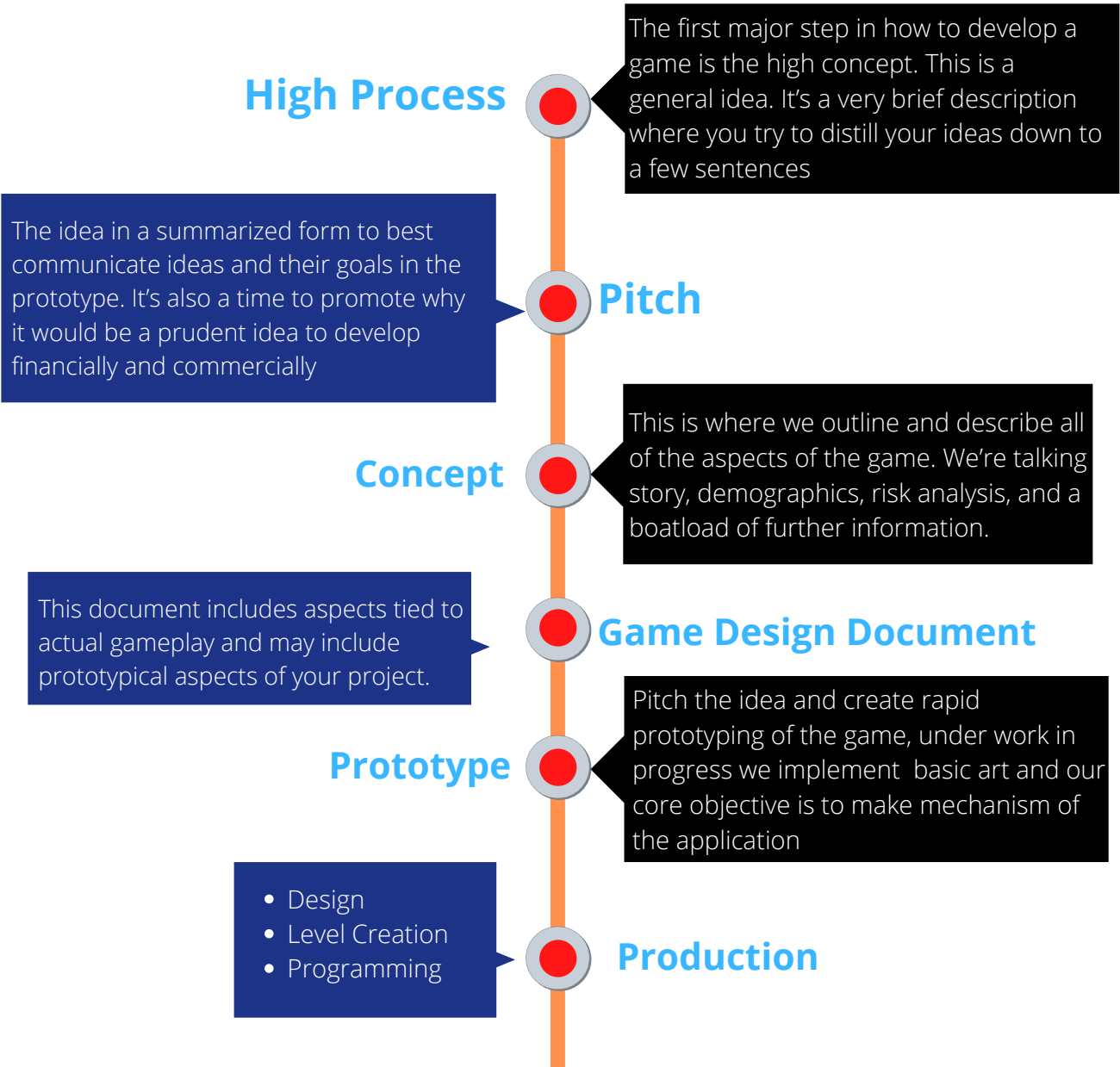


# Process



In general for the **SPB** , we will implement certain designing, implementation, and deployment each have their place in the cyclic repeatable framework dictated by Agile methodologies.

## GAME DEVELOPMENT STAGE PROCESS





# Stage Gate In Production

Once the prototype of the game is completed we move forward to the production stage where we implement the level design, code, and creation. Each and every development build pass-through sequential development process.

The sequential development consists of the following :

- Planning
- Design
- Coding
- Testing
- Release
- Maintains



## STAGE GATE

### Alpha :

After creating the rapid prototyping of the game we make sure game mechanics are working as per the design from the alpha stage we start the sequential development process on each and every build.

### Interim Beta / Second Alpha:

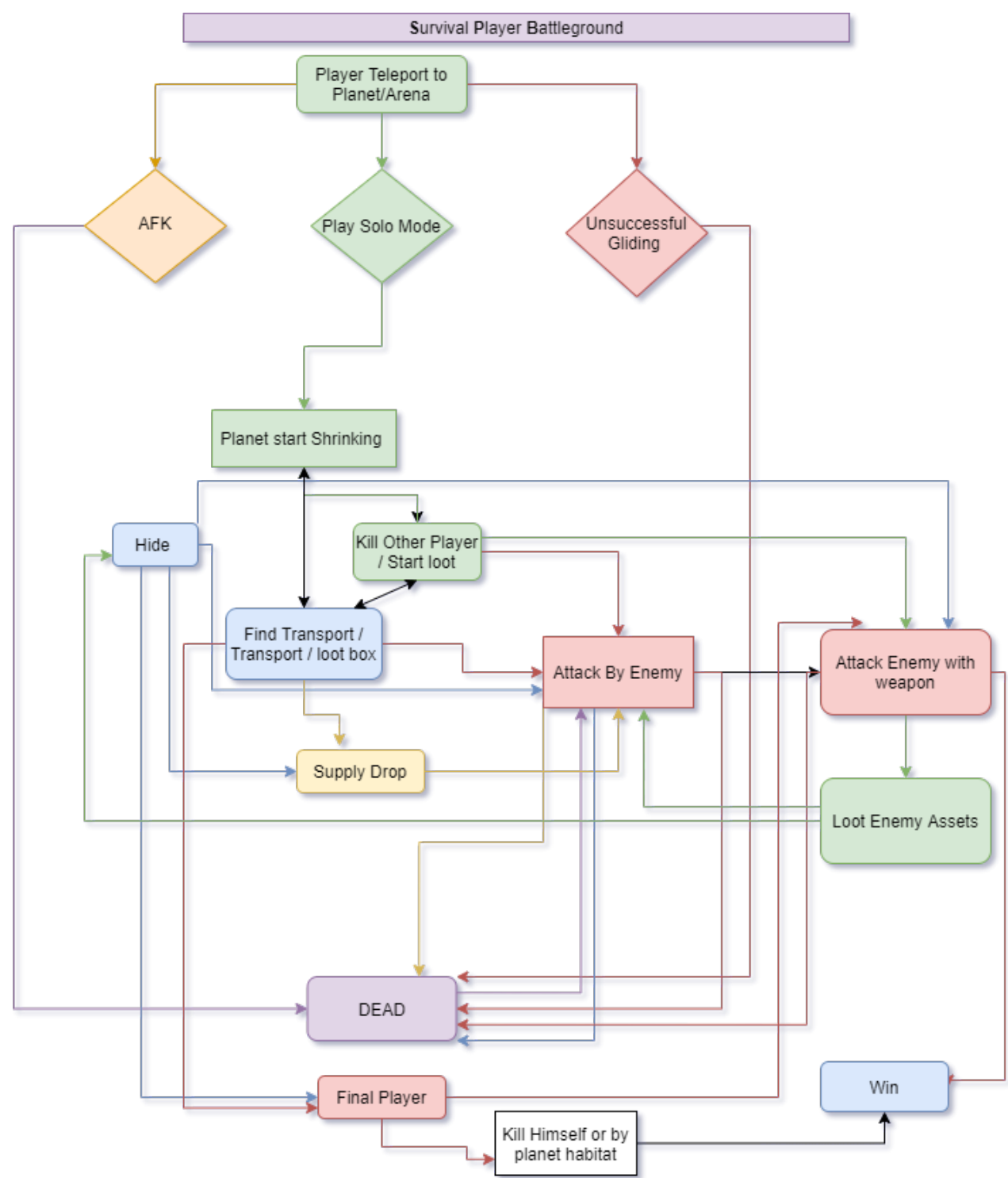
By the time of second alpha, bugs will get fixed, the game is essentially in the running and playable mode after some final tweaks and initial beta testing is started. Besides that polishing is done in the game, throughout the beta state sequential development process will get followed.

### Final Beta / Release :

when all features are functional and complete. The game has been tested by the testers, QA, and Live service development QA. In final beta release, we make sure that all the bugs which were encountered by the QA, QC, and Dev QA get fixed before the release date.

# Game Components

## FLOW CHART



# Game Design

## GAME OVERVIEW

**Game Title:** **S**urvival **P**layer **B**attleground ( **SPB** )

**Game Genre:** **MOBA** / Battle royal game, Shooter game

**Game Perspective:** **TPP** (Third Person Perspective) & **FPP** (First Person Perspective)

**Game Mode(s):**

- Single player 'Event Base'
- Multi player

### Core Idea:

"**SPB**" is an online multiplayer battle royal game, the game is inspired from other **MOBA** games. The **SPB** is in the PVP mode where the player needs to fight to remain the last alive. Players can choose to enter the map in the solo mode or with a small team of up to four people, the last person or team remain in the battleground wins the match.

Each gameplay start with a lobby where players were taken to other planet/dimension via wormhole, the player quickly need to determine the target place of his/her path across the map varies with each round, requiring players to quickly determine the best time to eject wingsuit to the ground. Players start without any gear, once the player land they can search for the loot boxes/weapon box, vehicles.

Every time map/planet shrinks from the random location overtime if any player caught outside the safe area taking damage incrementally, and eventually being eliminated from the session During the course of the match, random regions of the map are highlighted in red and bombed, posing a threat to players who remain in that area.

Throughout the gameplay Player can interact with another player's team member' via message or via voice which is available in the game, this acts as a social hub for the players to interact with each other virtually. We will be using the GGP Google Gameplay service and Game circle for progression sync.

### Goal :

Survive the session of the match in the game, last remain person/team wins the match

### Objectives :

- Navigate through the Planets/Arena
- Defend yourself against other players
- Collect objects that can be used as weapons
- Collect other player loot and craft weapons
- Get health to keep alive

# Time - Line

## PHASE 1 | PROJECT SETUP

**summary:**

Hold an in-depth kickoff workshop and build a complete project mapping overview

**Time : 1 Week**

## PHASE 2 | GAME DESIGN

**summary:**

We'll start with concept sketches and convert to completed wireframes and illustrations to have app completely ready for development, after character and environment art complete we will draft our final outcome.

**Time : 1 Month**

## PHASE 3| GAME DEVELOPMENT

**summary:**

All programming and development will be completed during this phase. An MVP (minimum viable product) will be ready upon completion of this phase, agile methodology will be implemented along with sequential programming

**Time : 2.5 Month**

## PHASE 4| TEST & DEBUG

**summary:**

All the testing and debugging will be started once the game build reach to the production state, as soon as game hit the alpha stage testing will continue, here also we follow agile mythology in order to reduce the bugs, QA, Live Development QA and QC will support in testing phase

**Time : 1 Month**

# CONCLUSION

E-player is one of the biggest markets in the game industry it's trending generate more revenue than the production cost, I think your team will also agree to that. The primary goal of this conclusion is to make a Multiplayer online battle arena (MOBA), which also acts as a social hub but most importantly it should be 'Made In INDIA'.

Let's join our venture and make INDIA great again under this modern era of digitization

JAI HIND