Key Partners

- Game development experts (to provide quidance).
- Educational institutions (to promote learning aspects).
- Streaming platforms (marketing using videos, devlogs, devstreams...).
- Possibly Artists and musicians(for game assets).

Key Activities

- Developing and maintaining the interactive learning game.
- Creating game design and coding challenges.
- Implementing real-time feedback systems.
- Managing the storytelling and game mechanics.
- Engaging the community with challenges and updates.
- Partnering with content creators to showcase the game.

Key Ressources

- Game engine .
- Interactive tutorial system.
- Real-time feedback system.
- Engaging storyline.
- Game development. community engagement.

Value proposition

- An interactive, story-driven game that teaches game development from A to Z.
- Real-time feedback and direct testing for practical learning.
- Encourages creativity in coding, music, design, and animation.
- Engaging mystery storyline to keep users invested.
- Covers multiple game types instead of focusing on just one aspect.
- Gamified learning approach with rewards for creativity.
- Bridges the gap between learning and real-world game dev applications.

Customer relationship

- Interactive mentor system guiding users.
- Online forums and community discussions for peer support.
- Live challenges and competitions to keep engagement high.
- Progress tracking and personalized feedback.

Channels

- Digital distribution (like steam).
- Social media marketing.
- Game development forums and communities.
- Partnerships with schools and courses.
- Influencer collaborations for streaming and tutorials.

Customers segment

- Aspiring game developers (who want to learn from scratch).
- Indie developers (who want to refine their skills).
- Gamers who love creativity (and want to experiment with game design).
- Students and educators (interested in interactive game dev learning).
- Anyone wanting to enter the gaming industry with a structured learning path.

Cost structure

- Game development design costs (if Artists and musicians are recruited).
- Marketing and promotional expenses.
- Licensing for music and assets (if needed).
- Potential costs for partnering with educators or platforms.
- Electricity cost.

Revenue Stream

- One-time game purchase or subscription model.
- DLC or expansions with more advanced tutorials.
- Sponsorships or educational partnerships.