**BTK - Scenarios & Solutions**

**Ranked Priorities**

(1) - Time

(2) - Self Satisfaction

(3) - Evidence of Talent & Experience

(4) - Network Connections

(5) - Profit

Time: Less work, less time required. More work, more time required. We have a limited window of time. The LATEST time we can complete this project would be August 31st. Polishing and publishing BTK sooner, without losing quality, would be highly preferred. To ensure we deliver a finished product we will need to set dates and deadlines.

Self Satisfaction: Doing what we enjoy and having fun is what we are all striving towards. Creating a product and giving someone an incredible experience is very rewarding. No one is being forced to create this product. We are doing this because we want to. The greatest reward you can achieve is self satisfaction. The interesting aspect of BTK is that we are able to share this reward four ways.

Evidence of Talent & Experience: Delivering a final product showcases our talents and gives us credibility that we have gained valuable experience during the process. People will never believe you can do something if you just say that you can, rather than actually doing that something and showing them.

Network Connections: Publishing BTK puts our names out there. We can build relationships with outside contacts if they believe we have good value. Building connections can potentially grant us future success through employment or independent projects.

Profit: Making money is least important. Yes, it is an added bonus and we need money to live. Money pays for our food, water, shelter, clothes, cars, etc. If our intentions are not to make money, that is one less thing our product will have to worry about. Free is a very kind gesture. If people want to see BTK grow, they will show us the money.

**Scenarios**

**Non-Weighted Total**

- Priorities are weighted evenly

- Priorities: out of 10

- Max Total = 50

- This demonstrates that making profit and being dependent is the most beneficial to us

|  | Free and Independent | Free and Dependent | Profit and Independent | Profit and Dependent |
| --- | --- | --- | --- | --- |
| Time | 10 | 7 | 4 | 0 |
| Self Satisfaction | 10 | 10 | 10 | 10 |
| Evidence | 10 | 10 | 10 | 10 |
| Network | 5 | 10 | 5 | 10 |
| Profit | 0 | 0 | 10 | 10 |
|  |  |  |  |  |
| Total: | 35 | 37 | 39 | 40 |

**Weighted Total**

- Priorities are weighted

- Time: out of 10

- Self Satisfaction, Evidence and Network : out of 5

- Profit: out of 2.5

- This demonstrates that free to play (independently or dependently) is realistic for our circumstances

- Making profit is time consuming

|  | Free and Independent | Free and Dependent | Profit and Independent | Profit and Dependent |
| --- | --- | --- | --- | --- |
| Time | 10 | 7 | 4 | 0 |
| Self Satisfaction | 5 | 5 | 5 | 5 |
| Evidence | 5 | 5 | 5 | 5 |
| Network | 2.5 | 5 | 2.5 | 5 |
| Profit | 0 | 0 | 2.5 | 2.5 |
|  |  |  |  |  |
| Total: | 22.5 | 22 | 19 | 17.5 |