**Name:** Tarek Tabet

**Title:** Bachelor of Software Engineering (Games Programming) Student

**Email:** t.tabet@outlook.com

**Mobile Contact:** 0417954548

**Date:** Subject to Game Completion

**Contact:**

Vanessa Falzon

Campus Director

Torrens University Australia - Ultimo Campus

46-52 Mountain St

Ultimo, NSW 2007

**Subject:** Proposal for Hosting the "Ninja Vs Ninja" Gaming Tournament at Torrens University Australia - Ultimo Campus

Dear Vanessa Falzon,

I hope this message finds you well. I am writing to propose an exciting event that aims to engage students and promote a sense of community at Torrens University Australia - Ultimo Campus.

**Event Overview:**

* Event Name: "Ninja Vs Ninja" Gaming Tournament
* Date: To be determined at your discretion
* Time: To be determined at your discretion
* Venue: Level 2, Ultimo Campus

**Event Objectives:**

1. Promotion: To promote the game "Ninja Vs Ninja" developed by solo developer Tarek Tabet.
2. Community Building: To foster a sense of community among students with a shared interest in gaming.
3. Feedback Gathering: To gather valuable feedback from participants for game improvement.

**Event Details:**

* The "Ninja Vs Ninja" Gaming Tournament will feature a final year Production Capstone game project, "Ninja Vs Ninja", a 2D Battle Platformer solely developed by Tarek Tabet.
* Students and maybe potential students will be able to compete in a best out of 3 gaming tournament, played across the 3 levels of the game.
* Prizes and rewards, including campus café vouchers and game merchandise, will be offered to winners and, depending on budget, participants.
* The top prize will be a hoodie branded with the solo developer's first-ever game, "Imōto".

**Event Promotion:**

* We hope to promote the event through on-campus posters, flyers, and the university's official communication channels.
* Collaborations with student organizations and clubs, including the Student Representative Council (SRC), the Torrens Discord Server for Creative Technology, and the Torrens University Games and Esports Society (TUGS), will extend our reach within the campus community.

**Technical Setup:**

* We hope to ensure an adequate number of computers with the game pre-installed for participants.
* Technical support staff will be available on-site to address any issues promptly.
* We should also provide designated areas for spectators to view the tournament and engage with fellow gaming enthusiasts, creating an inclusive and exciting atmosphere for all attendees.

**Post-Event Activities:**

* We plan to live-stream the event on platforms like Twitch or YouTube to share the excitement with a wider audience.
* The event's success will be leveraged to maintain ongoing interest in the game and test the viability of continued production into a fully realised game release.

**Budget:**

* As part of the budget allocation, I kindly request guidance on the potential funding Torrens University Australia may be able to provide to cover certain expenses, specifically:
  + On-campus posters and flyers.
  + Campus café vouchers.
  + Game merchandise prizes.
* I will seek clarification on the feasibility of covering the costs associated with the game merchandise prizes. Your input and support in this regard will be greatly appreciated and will help ensure the successful execution of the event.

**Media Plan:**

Our media plan includes leveraging the following communication channels and collaborations for event promotion:

* **On-Campus Posters:** Eye-catching posters placed strategically across the campus to grab the attention of students.
* **Flyers:** Distribution of informative flyers to students at key campus locations.
* **University's Official Social Media Platforms:** Utilization of official university social media platforms to reach a wider audience. Collaborations with the Student Representative Council (SRC), the Torrens Discord Server for Creative Technology, and the Torrens University Games and Esports Society (TUGS) will enhance our reach through these channels.

This comprehensive media plan aims to ensure efficient communication and engagement with the campus community, drawing participants and spectators to the "Ninja Vs Ninja" Gaming Tournament.

**Conclusion:**

I kindly request your approval and support to host the "Ninja Vs Ninja" Gaming Tournament at our campus. I believe that this event aligns with the university's commitment to student engagement and community-building.

I am open to discussing any questions or concerns you may have and welcome your input to make this event a success. Your support will greatly contribute to fostering a vibrant and connected student community.

Thank you for considering my proposal. I look forward to the opportunity to bring the "Ninja Vs Ninja" Gaming Tournament to our campus.

Sincerely,

Tarek Tabet

Bachelor of Software Engineering (Games Programming) Student

Email: t.tabet@outlook.com

Mobile: 0417954548