We are a team of 4 (soon to be graduated) Computer Game Design students, with an ambition of setting up our own indie game studio to design PC and Mobile games. The first game as a team we are working is an immersive snack game for mobile devices. We specifically looked at the iOS app store for gaps in the market when initially began design for our game. In this research period, we believe we found a gap in the mark in terms of snack games that have tactical immersion.

Our game is a snack game designed for mobile platforms. The player commands their boat to explore and find the boss. They must avoid any dangerous hazards while keeping an eye out for any loot. Once the player reaches the end of the exploration, they will enter a boss fight. This part of the game will be massively scalable to allow the player to continue to play the game for a long period. In the boss battle, the player must use a swiping gesture to aim and shoot the boss to destroy it before the boss destroys you. The swipe considers the length and angle of the swipe; this affects the aim and power of your shot. If you are successful at defeating the boss, you will be awarded resources; these are spent on upgrades for your boat. You will also be awarded a chest. This chest will contain a random cosmetic item; this will vary from a new sail to fly high on your boat, to a new cannonball to fire at your opponent. If you are unsuccessful in destroying the boss, you then must either try again or go back to the previous levels and try and grind out against easier oppositions leading to you being able to upgrade your boat.

We believe that our product is better than snack games that have tactical immersion. Our game is different to the rest on the market with regards to the grind in our game. Most games gate the further levels and the ability to grind and upgrade but our game is open the entire way through as long as you want to play you can.

We have calculated our outgoing finances as if it was planned for the Tranzfuser Project the amount we spent here was £4156.51. This has included everything from wages for the people making the game to Licenses. If we were to fund this game outside of the Tranzfuser Project, then some of the money would not be required such as travelling to EGX. Excluding these costs would bring our total required amount down to around £3500. To comfortably be able to fund our game and for us to be able to set up a studio we would require £20,000.

The Marketing for our game will most be done via social media as we believe that is the best place to get the attention of our demographic. On social media sites, such as Facebook and Twitter we will be able to tailor adverts so only our demographic can see them.

I have a good amount of knowledge of many different aspects of game design and development. This will help with planning tasks and estimating time to complete them. I also have experience in modern managerial tools such as Jira and using the Agile system of project management. I also have a strong understanding of the importance of working in a team with excellent communication skills.

Having managed and worked in a team throughout the last three years at University I've gained a lot of experience in meeting deadlines on a weekly basis for group projects while making sure that all work was completed to a high level. I have also managed and worked in groups for the Global Games Jam where we created whole games in a very short period. This has taught me the importance of quickly iterating and developing games under pressure. I managed multiple groups at University and in the Global Games Jam where I've had to oversee; the assigning of work for the weekly sprints; keeping communication between the team; helping with problems and chasing up on uncompleted work and creating and presenting presentations to lecturers that pose as investors. I am confident and have good communication skills. I am organised and can approach and work with people to overcome issues. I will be using my current management knowledge and skills learned over managing many different projects to help. We will be using our test versions to gain analytics and gauge people's opinions on the games pacing and game loop.