Business Case



Roblox – Make a game.

Business Purpose for doing the project

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| So, the client can see the progress of how a team of developers make a Roblox game, and maybe see some issues or challenges that comes up when making a Roblox game. Also see how the game can be monetized and be able to get robux, which is a currency that you can buy with real money. We will plan to monetize via game passes which contains the cosmetic that the user bought. |

Expected Benefits

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| Learning how to make a game, planning the game and organizing a team. Managing a project and satisfying the customer. After finishing the project, we will also have the chance of earning money if we pass a certain threshold of the robux we earned. |

Expected Dis-Benefits

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| We might have to use more time than expected to meet the deadlines, but crunch times are expected when making a game. |

Expected Cost

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| Not applicable for this project. |

Major Risks

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| Not finishing the game which doesn’t help the purpose of this project. Were overly reliant on everyone making the deadline so we can work together to make a fun project, also affects the progress of the project if the deadline is not met. If classes aren't balanced, or classes aren't fun to play and do not engage the player which makes the game unpopular. Being unpopular means that the game has lower chance of being monetized. |