KLogic

Business and Marketing Plan

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# Executive summary

KLogic is a game tool development company, specialising in the creation of Unity Engine systems and tools assets with the intent to help game developers fast track the development of their project. KLogic aims to develop valuable, high quality products for game developers, so they themselves don’t have to waste precious development time on creating core reusable tools and systems before even beginning their game.

KLogic is currently registered as a sole trader, run only by a single person whom also makes up the development team but plans to grow, provided the success of future and current products. KLogic hopes to one day hire additional developers as part of the team however only on a small scale in the form of a partnership. Additional developers will be required in order to expand the range and quality of products since some may require skills and toolsets not available to the sole proprietor. (Economics Online, 2019)

# Business of the company

KLogic was formed in September 2019 and began development of their first product soon after. Investments in required software licenses e.g. Unity Engine, and hardware were obtained to support the requirements of present and future projects. KLogic currently has its debut product under its portfolio; KDebug Package for Unity, with future feature updates.

KDebug Package for Unity, is a tool for developers seeking to kick start their game development process by providing valuable debug utility services. The package contains a namespace mimicking that of Unity’s Debug with some additions alongside a developer console and debug display system. Updates will follow release containing improvements to the existing utilities as well as new ones.

KLogics current business model is to release core featured assets at a low price and over time, with subsequent updates, regularly revaluate the price point for future purchases.

## Goals and Objectives

KLogic’s goal is to release a high-quality debut product and maintain it via planned, regular updates with the aim of building a known trusted reputation within the Unity developer community. In doing so, KLogic hopes to expand its developments in the future with new, sought after profitable projects.

KLogics short term objectives:

* Developing and releasing a high-quality debut product on the Unity Asset Store.
* To provide regular updates and maintenance to the product based on internal plans alongside monitoring feedback.
* Perform a product analysis on competitor’s products to identify key areas KLogic can improve their current products.

KLogic’s long term objectives:

* Build a strong portfolio of products known for their high quality and frequent updates.
* Expand the business to a partnership, bringing in new talent needed in key areas such as programming and art within the development team.

# KDebug Package for Unity

The KDebug Package is KLogics debut asset store product and contains a variety of features:

## On Screen Developer Console

The console can display logs output through the new KDebug interface. The console can also be used to execute debug commands entered the input field with command prediction. An interface to easily create commands is available to programmers using the package and can be registered using a single line of code. The console also features a “GameObject Context” selector, allowing the user to select objects in the scene with the console up via input, and allowing for console commands to interact with the current gameobject context giving more control to the user when debugging built version of the game.

## Debug Displays

This feature allows the programmer to easily, create and register a debug display on screen supporting the drawing of text and more. The goal of this was to bypass the setting up of references with UI objects and having programmers to spend time setting up UI just to see some on screen debug details. Programmers can instead create a debug display through overriding the base class and use the DrawText function to easily draw text line by line within the display. Debug displays can be easily registered using the static Display Manager class.

## Extended Unity Debug Interface

The KDebug package introduces a new interface for programmers to use over Unity’s default one containing the existing features of Unity’s default as well as a couple more. KLogic believes a centralised expandable Debug interface is key to avoiding clutter as well as ensuring a consistent standard is maintained within a project.

# Market

KLogics produces tools for Unity developers, specifically ones who are seeking to minimize tool development time and focus solely on game development. KLogic’s first product hits the debug tool market, widening the target audience, given any developer working on any genre of game would find utility in it.

* 1. Target market profile
     + - Reference Market Stats?
  2. Rules of purchase
     + - Purchase Process – entire process start to finish, post support?
  3. Distribution
     + - Unity Asset Store

# Competition

KLogic has direct competitors within the Asset Store whose products will naturally compete given their similarities. Direct competitors are publishers that produce the same type of products as KLogic on the asset store whereas indirect competitors are those producing products which fall into a different category or target audience. #REFERENCE

<https://www.crayon.co/blog/competitor-tiers-how-to-break-down-your-competitive-landscape>

<https://keydifferences.com/difference-between-micro-internal-and-macro-external-environment.html>

Some examples of KLogic’s primary direct competitors and their products right now are:

- Stompy Robot Ltd, producers of SRDebugger.

- QFSW, developers of Quantum Console.

- Miro Emanuel, creator of Runtime Console.

Direct Competitors can be broken down further by categorising them into relative competition through comparing the number of features/quality of products and price to KLogics product.

* 1. Direct competitors
     + - Unity Console Assets
  2. Indirect competitors
  3. Pricing

# Marketing strategy brief

* 1. Positioning
  2. Sales strategy and tactics
  3. Web presence
  4. Social media
  5. PR / Media
  6. List of keywords / slogans that describe the game

# References

1. Economics Online. (2019) What is enterprise. Available from: <https://www.economicsonline.co.uk/Business\_economics/What\_is\_enterprise.html> [Accessed: 19 November 2019]
2. Miroui Emanuel. (2019) Runtime Console. Available from: <https://assetstore.unity.com/packages/tools/gui/runtime-console-85795> [Accessed: 22 November 2019]
3. QFSW. (2019) Quantum Console. Available from: <https://assetstore.unity.com/packages/tools/utilities/quantum-console-128881> [Accessed: 22 November 2019]
4. Stompy Robot Ltd. (2019) SRDebugger – Console & Tools On-Device. Available from: <https://assetstore.unity.com/packages/tools/gui/srdebugger-console-tools-on-device-27688> [Accessed: 22 November 2019]

# Appendix

Progress screenshots

Indie game planning