

Version	Date	Description	Author
Iteration 2 Draft	April 25, 2016	Third Draft	Red Snapper

Introduction

Video games have come a long way since its inception, especially in the indie scene. Right now, we are in an era where indie video games have risen, very true in the PC market. What our video game does, is a marriage between gameplay and game mechanics. This video game will go on PC first, and if successful will continue on different gaming platforms.

Positioning

Business Opportunity

Video games are now a multimillion dollar market. Many highly critical games from big publishers have made millions. This can also be said about the indie game market. Depending on the game, an indie game has also made millions. This can be pointed out to the low purchasing cost (usually in the range of \$1-20) compared to the cost of big publisher games (\$60). This gives us the option of selling the game we are developing in the range of \$5-15. Many people in the video game community would purchase a game despite how expensive it is, but a good game with low cost is usually more attractive.

Problem Statement

There may be a possibility that the video game we are trying to make may be too big to make in a group of four. We also have the lack of an artist that typically focuses on sprite art. We are also inexperienced in creating a game, therefore the game may take longer and more expensive to develop. Without a doubt we will run into bugs in creating a game, and debugging and testing may also take quite some time.

Product Position Statement

Our video game (name has not been created yet) is a platformer that bases its game mechanics on the abilities of a thief may be able to do. Actions such as lock picking, jumping, dashing, avoiding death traps, etc. What I think makes our video game vastly different is how the environment of the game can shift. We hope to build the game mechanics with a story that will be pivotal to how the video game is experienced.

Alternatives and Competition

With the video game industry being so big, there will be obviously be competition. The game we are making is also a platformer, which is typically common in the indie game scene. Seeing as it is a game that has been made with different variations, the game itself may be compared unjustly to others in the same genre. Also with the amount of games released, there is also the possibility that our game may not get any attention from the video game journalist. This may make our game fly under the radar, and may sell substantially less.

Stakeholder Description

Market Demographics

Demographics would be aimed at the teenagers and up age group. We feel that our game would thrive in this market, rather than the age group below teenager. Our game would have specific moments of violence that might not adhere to the age group below thirteen. We plan to have our game have animated blood, and a grim atmosphere in the game.

User Summary

We hope that the user who buys our game will enjoy the game mechanics, and the immersive story. The game will be purchased mainly on Steam, where the game's license and key will be validated on.

User-Level Goals

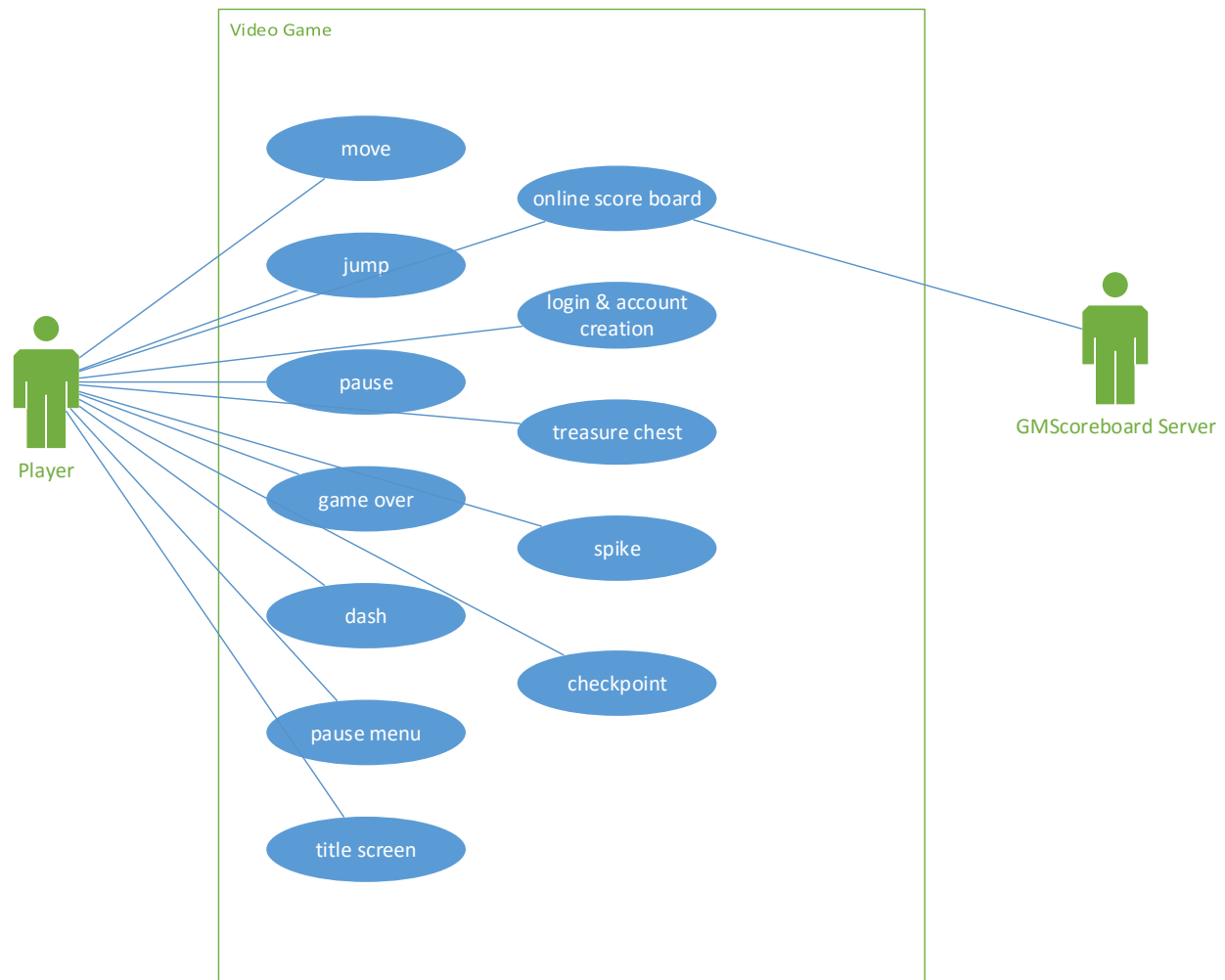
- Player: Be able to easily understand the controls and game mechanics. Be able to enjoy the game.

User Environment

The video game is being designed to be made on Windows. We feel that because Windows has currently the highest share of operating systems, there will be a better chance to sell more. If the game is a success, we will consider porting the game on Mac and Linux systems.

Product Overview

Product Perspective



Summary of Benefits

Supporting Features	Stakeholder Benefits
We implement intuitive controls for a smooth experience	This allows the player to easily pick the game up and start playing without going through lengthy tutorials
Save points, so you will be able to continue where you left off	Allows players to be able to enjoy the game through parts instead of one sitting
A simple user interface for easy access	The player will be able to go through the menu and interface with ease
Score keeping with online leaderboards	Players can compete with their friends to see who can get the best score.

Assumptions and Dependencies

- The game has collectables in each level that are optional
- The levels will have different layouts and challenges for the player

- We are a group that will hopefully have enough time to complete more than one level of the game.

Cost and Pricing

The game will be sold in the range of \$1-20. Depending on the amount of resources put on it, and the cost of creating the game.

Summary of System Features

- Intuitive controls
- A grim atmosphere
- Easy user interface
- Save points
- Interesting puzzles
- A marriage of gameplay and story
- Game mechanics that match the story

Other Requirements and Constraints

Including time constraints, sprite art, animation, coding, design documents, implementation of game mechanics, testing, and so forth.