BUSINESS STARTUP SIMULATOR

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AGENDA

1

OVERVIEW
A general introduction of the Business Startup Game

2

MAP
Google Maps API was used to add a live satellite map to our game.

3

MANAGE BUSINESS
Options to manage businesses and update the profits earned in the game.

4

SIMULATION
Simulation will give the user a sense of timing in the game, matching a real world business scenario.

- User chooses a real world location to be the custom game map.
- User is able Manage their Business with a selection of different options.
- User is able to retrieve information throughout the game about what they learned about their business.
- Once the game is complete the user will be given information about the journey they had building their business.

MAP LOCATION

- The user given the option to choose from a select number of locations to run their business.
- Each map comes with different learning strategies.
- The user can place a business at select locations and keep track of certain aspects.
- These businesses are shown on the map with custom map markers with labels
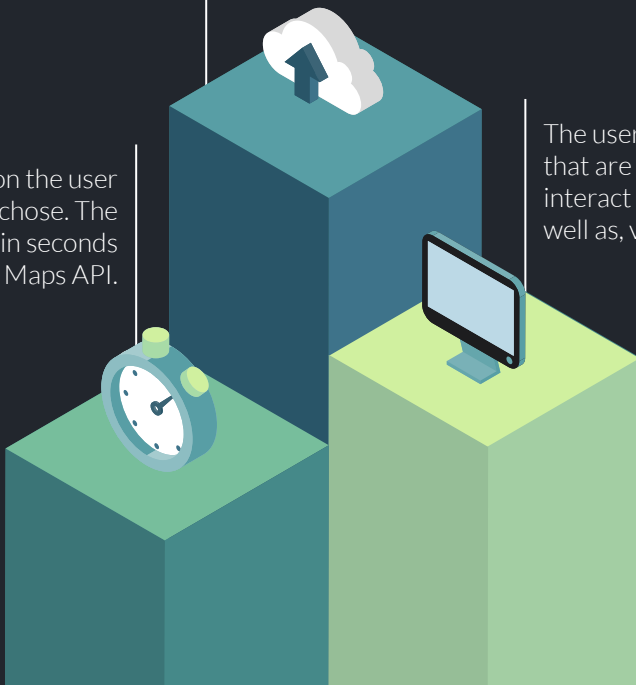
GAME MAP

Map is retrieved from the google maps API and displayed on a JavaFX webview. The Maps API is implemented using a JavaScript file. The Java code is able to call JavaScript functions to add markers.

The user is able to perform all the functions with the map that are possible with Google maps. This means the user can interact with the map and zoom in and out of their location, as well as, viewing street level views of all locations on the map.

With a quick click of the button the user can load the map that they chose. The map will load quickly within seconds calling on the Google Maps API.

MANAGE BUSINESS

- Employee Management
- Pay Bills
- Inventory
- Sell

- "Employee Management" is able to manage the number of employees they have working for their business.
  - The "Hire" command
    - Allows the user to add employees to current chosen business.
    - Adds two employees to the "Total Number of Employees"
  - The "Fire" command
    - Allows user to get rid of employees when paying them becomes too much strain on funds
    - Decrements the "Total Number of Employees" by two
- "Fire" and "Hire" affects the "Pay Employee Wages" in the "Pay Bills" command
  - User will pay $600 per employee for a two week time period

PAY BILLS

- User will pay $600 per employee they have.
- User will be able to Pay Utilities
- User will be able to Pay Taxes
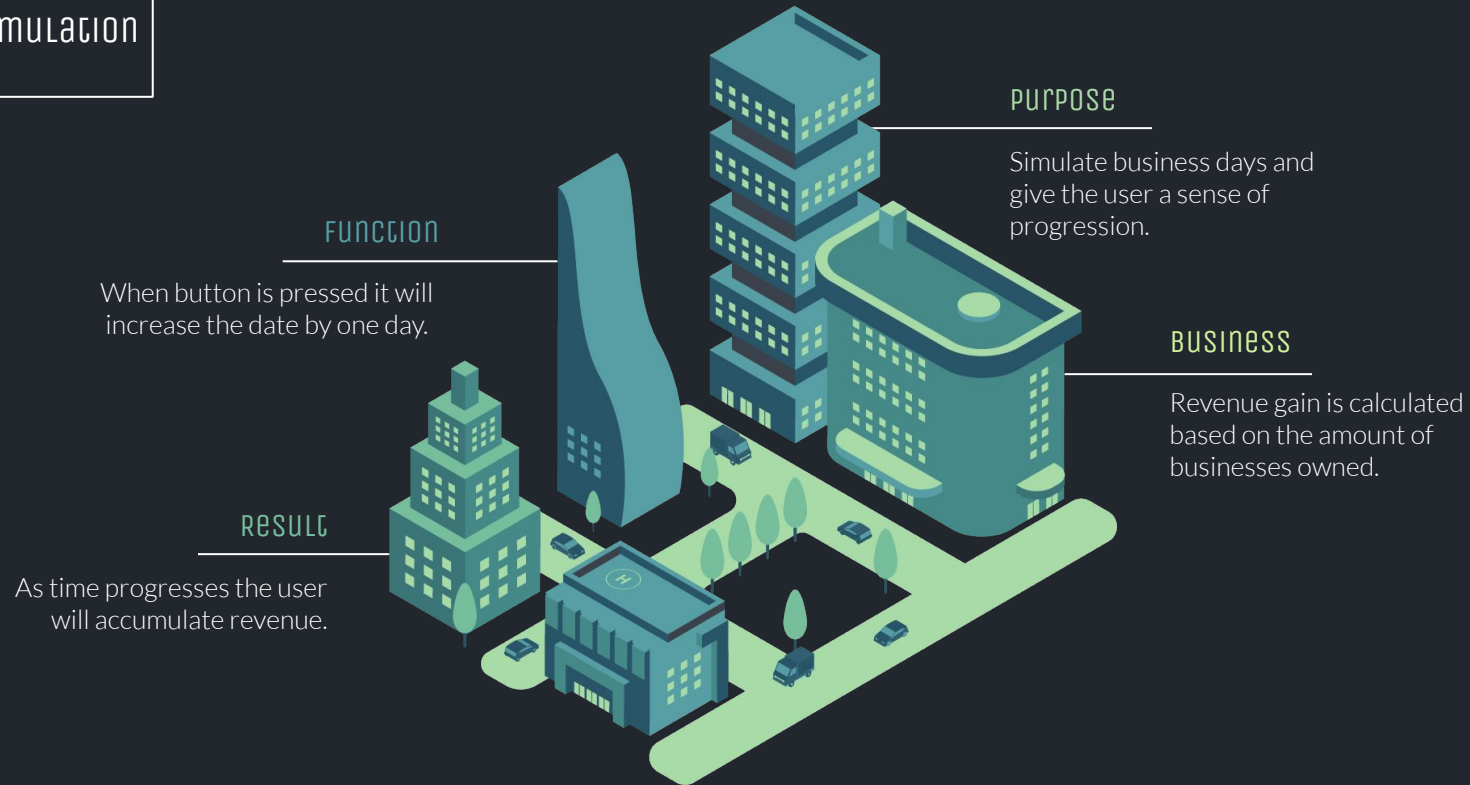- Utilities also get updated based on the inventory you buy

Inventory

- The user is able to stock up on inventory from a selection of different options.
- User can buy from a select option of foods.
- Each item is priced and the user will have to manage their budget in order to purchase more inventory.
- The user will pay inventory costs when they pay their Utilities Bill

- User is able to sell their business along with all other assets based on the business value.
- Once a user sells a business, their "Profits" add money based on the value of the business sold.
  - Value of business it determined by…
    - Amount of employees
    - Cost of the inventory
    - Price that the business was bought for
- User will select from their list of "Owned Businesses" to sell their business
  - Total number of employees will be decremented

SIMULATION

PURPOSE

Simulate business days and give the user a sense of progression.

FUNCTION

When button is pressed it will increase the date by one day.

BUSINESS

Revenue gain is calculated based on the amount of businesses owned.

RESULT

As time progresses the user will accumulate revenue.

Thank You!

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