Gaming frontier is a foreign game distribution hub where customers will be able to buy foreign games without the hassle of having obtaining it themselves. For example, let’s say that there was a game that you wanted to have but, it was only released in Italy. There are only a few possible ways that you can get it. You can either get a friend to mail it to you or, go to Italy yourself or buy it. Both options seem like a huge pain and unfortunately, people can’t be bothered to go through such work to get it. This is where the gaming distribution hub comes in. With this hub, you’ll be able to buy a game from our website with the click of a button (ok, it’s more like a few clicks but you know what I mean). The service is extremely convenient and can be rather cheap (depending on where you live). Heck, if the company does well enough, I might be able to expand on the different type services that we can offer such as top up services for foreign MMO accounts or prepaid cards for foreign digital proprietary console stores like PSN, xbox store and Nintendo e shop. Personally, I think that the idea itself is kind of sound, but sadly, I can already see some of the problems that such a project would face from the get go. For example, the amount of money that is going to be needed to have a distribution building (are these types of buildings called distribution offices or….you know what, I’ll just google this and rewrite this part) many different countries is going to be LARGE like, it will be a lot of money. So the best thing I can do is put the offices in countries that frequently make video games like U.S. EU japan and South Korea. The inventory cost itself won’t be a problem because we only buy a copy of a game from a gaming manufacturer like Capcom, ninja theory, team ninja, platinum games, etc. when a customer orders it. We won’t buy a large amount of units for a specific game mostly because there’s no way of telling which game would sell or not. The gaming industry as a whole can be a bit finicky when it comes to the popularity of a certain game. Some games have a good chance of selling solely because of the publisher who makes. While others can become popular because of its unique gameplay or story or whatever. So only buying a game as soon as a customer buys it (off of our website of course…you know what… I might make an app for this customer as well…) The sort of information system needed for this kind of project won’t be all that complex but it’ll definitely be important. All it’s going to need is a dedicated server that can record transactions as well as. Annual revenue would have to be around… well as of right now I can’t make a sound estimate mostly because I’d have to figure out the amount of units I’d sale on average. As of right now, I can guess that each game(assuming that they’re new) will be around $60 depending on the country I set me distribution offices in. As of right now I’m going to be making three and putting one into japan, Europe, U.S and