The Gaming Frontier is a foreign game distribution hub is a service that customers can use 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 to do. This is where the Gaming Frontier 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, the profit that the company makes will be from a service price which will be added into the price of the order may vary by country so it may not be so easy to predict an annual salary. Forgive me if my estimate is off. So, let’s say that we sell about 500 copies of games per month. We slap an added service tag of $20 for each game. 20 x 500 would be 10,000 per month so for a year, the annual income would be around 200,000 each year. Of course the estimate profit will be lower if I factor in expenses and imminent liabilities that will surely come but this isn’t something that you need to know. The scope of the system needed is rather simple but, it is extremely paramount to the company. The system would need to be able to gather order information from the company’s website to a dedicated database. This database will hold information such as customer information, information of the game ordered as well as information of the order itself. Once that has been recorded, the system will send the order’s information to the nearest distribution office. So, let’s say that you buy a game that is going to be sold in japan and china only, and the customer ordered the Chinese version of the game. The system will then send in the order to the distribution office that is in china. After the order has been send to the nearest office, the employees of that office will then order the game from the manufacturer. Once the distribution office receives the game, they will then ship it to the customer. The shipping will be an F.O.B. destination point shipping so there’s going to be an added cost of shipping and handling that the customer would also have to pay for. The shipping process will be a bit different if the customer buys games that are being distributed by more than once country. For example, let’s say that the customer were to buy a game in U.S, another separate game from Japan and wants them sent to somewhere in EU. The system will then send the order information from EU to the distributers in both Japan and North American. The employees there will then send the order to their respective manufacturer. Once the distribution offices receive their respective game from the manufacturer then the distribution offices will send them to the customer in different packages. The customer will also be emailed status updates of their orders on a day to day basis. The problem analysis of this company if very simple. The company would have too many problems with such as inefficient communication with the distribution offices and the customer. Without said system, the only way customers would be able to order would be through phone or email. Such inefficient and almost archaic communication would not only slow down the ordering process but also open up new and easy opportunities of human error to occur when it comes to organizing all of the orders. The 2nd problem would have to be organization. There’s a good chance that the company will be receiving many orders on a monthly basis. They need a system that can organize and process all of the orders. Without such a system, all of the organization and processing of said orders would have to be done by the employees themselves. The 3rd problem would have to be expense. Without a system in place to process the orders, we would need to hire more people to do it which would subsequently lower the annual income by a large margin.