

my game presenation

by Rob Purdue

Submission date: 10-May-2025 01:03PM (UTC+0100)

Submission ID: 258688913

File name: 58154_Rob_Purdue_my_game_presenation_644374_1855551029.pptx (39.59M)

Word count: 982

Character count: 4855

Vehicle Dealership Simulator



BY Robert (lead Designer of the game)

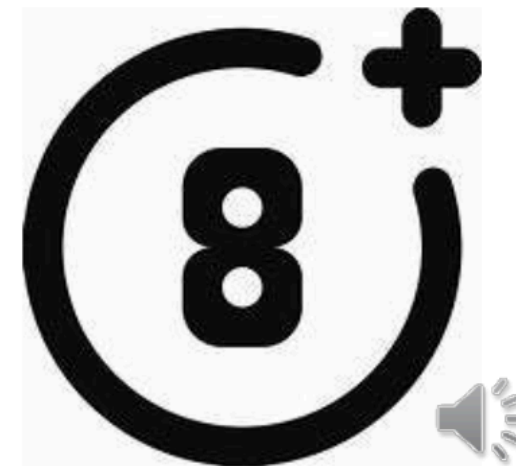


Target Audience

- Age 8+

What will they learn from playing the Game:

- They will learn about finance on how to keep their company from bankruptcy ,
- paying staff the wages,
- negotiation skills to bargain with customers
- buying cars from the marketplace and will
- Building Cars in the factory and buying parts for them
- Upgrading the facilities in the car dealership such as the car factories and how many cars it can hold, and they can upgrade the dealership from a run-down garage to a future looking shop with flying cars.





Cost and intended platform release of the game.

- Cost: £8.50/\$11.17
- Available on: Steam and Microsoft store



Summary of the Game

Once the player loads into a save for the first time, they will spawn in a rusty small dealership garage. The player will start with one space to sell one car or vehicle like a pedal bike, and a small shed which will be the office where the dealer/player will sit to make a deal with NPC characters.

The player will be introduced with a tutorial so that they will know how to play the game (if an experience player makes a new second save, they will have a choice to skip the tutorial). As the player progresses through the game, they will unlock more features on the computer in the office such as hiring staff such as cleaners, staff to help you run the dealership, builders to upgrade/build new facilities in the shop, guards/security and mechanics, new facilities, decoration, new vehicles, furniture, a small shop, cafes and decoration. bear in mind players will have to consider not spend all the money at once otherwise they could lead their business and will close the dealership and start from scratch however there is a chance that a wealthy business company/or person will invest into the company and rejuvenate the company.

Players also will have a star rating system where the players can check what the customers' demands/opinions are. Also, the higher the rating is out of 5 stars is customers will give you a bigger tips and more customers will arrive, if the customer demand isn't met, they will leave and go to a rival dealership

Also, players can have player upgrades where they can upgrade them to have a change to have bigger tip/ have tips from customers and much more.

Players can also receive money from the vending machines, the MOT, factories , the dealership shop and café and will have to stock up the items for the shop, vending machines and the café.



The meaning behind this game

- By creating this game, I want to send important meaning/lesson to every player it's important to budget and save money otherwise if they spend it all and unable to budget and save in the real world, they could go bankrupt and be homeless.
- **How will send this message?**

By adding a budget and saving money feature, where they will have a budget to save for new vehicles, upgrades/facilities for the dealership, pay staff their wages, bills for the dealership otherwise if they don't the business will go bankrupt and they will have to start from scratch.



What Skills will players get from this game.

- Budgeting - players will learn how to budget in this game by starting off with cheap vehicles such as pedal bikes and making their way up to more expensive vehicles such as military vehicles and sports cars, make sure they give a reasonable wages to staff. [1]
- Strategizing - Player will need think strategically which way is the best option to make their dealership successful by bring as much money as they can. Either buying stock full of cheap Vehicles and then selling them on a higher price or risk their finance/budget and go for high end/expensive cars for double their value. [2]
- Critical thinking - Players could face consequences such as bankruptcy if the company is in the minuses therefore the player would consider should I increase the vehicle prices by 10% to get more money in so I have less debt or decrease the staff wages to decrease the debt however they could leave and quit their job. [3]
- Teamwork - many simulation games like this game have a multiplayer elements, requiring players to work together run the dealership as a team and make it successful. This brings player to have the ability to communicate, delegate, and work harmoniously with the team and this becomes a transferable skill. [4]
- Resource management - this skill requires players to allocate limited assets such as money, food and drinks for the café and shop items for the dealership shop. [5]



Visual settings for the Colourblind.

- In the settings of the game there is a feature called colorblind mode where people colorblind can turn this feature on, and when they go back into the game, a subtitle telling what color the object/vehicles are.



Audio design

- In the settings, players can adjust the audio sound off the music , interaction and sound effects off or on or even up and down.



Controls for the game

Basic Controls:

Arrow or WASD - moving the character

R – to open the boxes for the furniture

E- to rotate the furniture/objects.

Q – to save the game

Left click the furniture/objects/vehicles to place them where they need to be, also you can left click on the computer to access the stock , wages and much more, left click the tills to start the checkout, left click on customers to interact with them and left click the sign to open or close the dealership.

Right click – to pick up objects.

ESC – pause or exit to the menu and then exit the game itself.



Educational

- There is a small element of education in here for ages to play this game to learn how budget to save for new vehicles, upgrades/facilities for the dealership, pay staff their wages, bills for the dealership otherwise if they don't the business will go bankrupt and they will have to start from scratch.



Bibliography

- [How Simulation Games Boost Real-world Skills](#)



[1] [2] [3] [4] [5]



FINAL GRADE

48/100

GENERAL COMMENTS

1. Engagement With Literature Skills (44%)

Some evidence of research is displayed in the presentation but it is still very light and needs to be in IEEE format. The source used is valid, but a few more could be used, and research on existing games could be included here as well. This would help earn you more marks.

2. Knowledge & Understanding Skills (57%)

Your target audience should be more than just an age rating, as some of the mechanics of the game would be sophisticated even for adults. While you may not have content that earns a game a 'mature' rating, gameplay and interests still need to be considered.

Acknowledgement of how the game includes positive elements and skill development is included in the presentation. More research needs to be conducted to see how you could incorporate learning without it feeling like a task in itself – look at similar games to see how they handle these systems (and if they don't do it well, what would need to change?).

Considerations for accessibility are good to see – this probably needs a bit more development (or a visual indication of how it would look) but the idea to include it is good.

3. Cognitive & Intellectual Skills (n/a)

(not assessed in this assignment)

4. Practical Application Skills (48%)

Some of the text is extremely small on screen and difficult to read. More visual consistency and clarity would increase the marks awarded here.

Try to include more related visual information – sketches, AI generated images, or mock-ups of your ideas. These help communicate your idea to an audience along with the text.

5. Transferrable Skills for Life and Professional Practice (40%)

The submitted work is a Powerpoint presentation, which appears to have issues with audio when opening the files at this end.

The assessment brief has requested a word document with a link to an uploaded video presentation – technically you have not met the criteria for the assessment. Please read the brief and submit what is being asked of you in future.

Overall Mark: 48.3%

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