

The Game Design Series: Things you will need to do, start, and/or create to make a Game Company
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Things you will need to do, start, and/or create to make a Game Company

1: Story:

Without a story/plot; nothing can even be thought about or created.

2: Business/MMORPG Game Plan

When you start a business, you have to make a concise, precise, and detailed plan about capital, schedules, ideas, ideas, concept idea, deadlines, competitors, execution plan, etc.... With a MMORPG it's the same thing; but with a few tweaks. For example you have to think about the plot of the game, How long will it take to make (and create) it, the theme of the game, the competitors, what the competitors are offering to their players, the engine that is going to be used to make the game; and many more factors.

3: Building a Team

You will need a team of Artists, Lead Developers, Expert Game Designers, Level Engineers, Mechanic Engineers, Research Team, Concept Artists, Marketers, Advertisers, 3D Artists, and many more team members that are needed to make a MMORPG

4: Sectioning and creating Sub Teams

Like a pyramid; in order to create the whole structure, there must be subsections (like the bricks in a pyramid) working to their best abilities and talents to make the whole game work. The person would need to analyse their team members, and see if any specific person (or more) can take the role as leader for that particular team.

5: Capital

In order to create anything will require money. The company will need to think about how they are going to raise the money; and which organisations/investors, will be willing to invest in them for later profit.

6: Buildings, Offices, Workspaces

There is going to be a time where the organisation will need to meet together to discuss, plan, and correct anything and everything about the game. This means that the organisation will need to look into the price renting of rooms, offices, and workspaces, and check to see if their capital (or the money they already had to invest) can support that.

7: Advertisement/Advertising

The organisation will probably spend almost all of their profits on the advertisement of the game itself. Without advertising; the product you wish to sell will not get the public exposure it needs to start bringing in profit.

8: Licence

In order to create a MMORPG, you need to attain a valid licence. This is the same with anything else. Examples are a car, a plane; and other creative media devices and products.

9: Payment Plan

The money won't just go to advertising, you will also need to count in the amount of money that needs to be paid to staff members, and the team members of you sub teams.

End

References