Tranzfuser 2018 Factsheet

We've put this document together to help applicants get a better understanding of what it is we're looking for in the competition and some important details on the running of Tranzfuser 2018. We recommend that all applicants read the information below before submitting their applications.

Prototype Idea

So, you've got an idea for the next smash-hit video game? Is it creative, innovative and is going to set you apart in a crowded marketplace? We want you to tell us about it – explain the genre, art style, the technology supporting the idea and intended platform. Give details about the direction your team wants to take the project in and what makes it different (why will people want to play it?), you should identify the development plan and the route to market for the project.

You should also consider how you are going to use this prototype idea as a platform for future development of your team into a sustainable video games business. Tell us how you will turn your prototype idea into something that could be commercially viable and financially sustainable in the long term. How is this game a stepping stone to business success?

Project Management

Studios who can manage scope and ship a game early on learn more rapidly about how to deal with the changing circumstances that come with leading a games development project successfully. With this in mind, team leaders are required to be good managers not only of their own allocated role but also have an overall understanding of the budget, the people and skills working on the project, timescales and many other roles that come with leading a games development project.

In the context of your Tranzfuser application please ensure you demonstrate:
   •   an understanding the scope of the planned work during the prototype development period
   •   your ability to ship your prototype with key features in time for our showcase event in the Autumn
   •   that you have accounted for the key team members to develop in a timely fashion, and identified other key resources you will be required to deliver

Funded by UK Government

Financial Resources

Applicants are required to demonstrate an understanding of the costs associated with taking part in Tranzfuser with some thought given to sustaining the team beyond the competition. You'll need to:

- Identify sources of income. Have you considered a way to publish or monetise your prototype?
- How do you intend to attract investment or other interested parties (such as a publisher's advance)? Do you have a business model you are planning to use?

Entrepreneurial Team Leader

We're looking for team leaders with an ability to 'hustle'; that can identify sources of income, that are able to cite key target markets and that are thinking about commercial and market issues.

As a team leader, we are looking to be blown away by your leadership capacity; your insight and knowledge of the games industry and ability to deliver outstanding results within tight time deadlines. You should highlight any experience you've had to lead (this can be within the games industry or other activities you've carried out) and any opportunities you've had to shine whilst leading a team (for example at University / on a part-time job / doing voluntary work / other project work, etc.) in your application, demonstrating why you are a natural fit for this role and how you are going to take your team and idea forward to great things.

Building the Dream Team

Gathering together a diverse team who understand and are committed to the prototype development period is only half of what we're looking for. Tranzfuser teams should also be looking beyond the competition to the possibility of the team becoming a sustainable video games company.

The Dream Team will have people who will support the team leader, contribute positively to the team dynamic (during the good and challenging times) and bring skills and resource with them to deliver the prototype on time and to a high standard.

In your application, tell us:
- How you will bring your team together in the time scale allocated
- How you will select and appoint members of your team
- Why you think the combination of resource will work
- How you anticipate filling any gaps

Show us how you'll pick the best team for the job rather than just your immediate friends at university.

Team Member Composition

If the team are selected for the UK Game Fund £25K they need to be able to continue with their prototype development beyond Autumn 2018.

Teams can apply with the following composition:
- All or most team members (including the team leader) must graduate* between the dates of June 2016 to September 2018.
- This means:
  - You can be in your final year of study so long as you are on track to graduate by September 2018
  - You successfully graduated after July 2016
- Teams can also include between 1-2 team members (depending on team size) who are students** currently studying at university level but who will not graduate by September 2018
- Teams cannot:
  - be solely made up of students
  - have most of its members classed as students

Graduate – awarded an undergraduate, first academic degree or masters / other postgraduate degree.
Student – studying at university level undergraduate or masters / other postgraduate degree but will not graduate by September 2018.

Start and End Dates

So that you can plan for the possibility of selection, here's a guide as to the start and end dates of the competition.

Your Prototype Development Phase will begin when the all teams have completed the relevant onboarding documentation and the public announcement has been released (approx. beginning of June 2018). This phase will end after the showcase exhibition in September 2018 and the competition ends.

Dates to access your Local Hubs will be confirmed directly by your Local Hub. The dates and duration of access to your Local Hub will vary from hub to hub. Please ensure that you are clear on when you can have access to your Local Hub.

There's no point in applying if your team can't be available as required.

IP and Revenue Share

In this section of the application form, you will be asked to detail the percentage of IP and Revenue Share within the team.

We would like you to start thinking about this from the very beginning of the competition.

We are not expecting you to have all the answers or a complete understanding. If your team is selected, we will use this information later. We will give you guidance and advice on this during the competition.

Showcase Information

If your team is selected the information provided in the Prototype section of the application form will be used to help shape our requirements for the showcase stand. Therefore, please be as specific and accurate as possible. If between submitting your application and being selected your requirements change, please inform the Tranzfuser team as soon as possible.

For the comfort and fairness of everyone participating at the Tranzfuser showcase stand the standard allocated showcase space per team is (this includes Single Player, Multiplayer, Mobile / Tablet, seated VR):

- Standard Showcase Space: 1.25m x 1.25m screen space (this will hold 1 x 27" TV Monitor and 1 x PC)
- Multiplayer games need to ensure that their game can function off 1 x 27" TV monitor (this can be split screen) and 1 x PC. There is no option for multiple TV monitors or PC's on the standard allocated space.
- Room Scale VR Standard Showcase Space: 3m x 3m this will hold 1 x 27" TV Monitor, 1 x PC along with headsets and lighthouses.

- Please note: we have a limited amount of showcase floor space available for Room Scale VR and depending on the number of teams developing their prototype in Room Scale VR they may need to share the space.

If your team requires anything over and above the standard, please state clearly in your application form and contact the Tranzfuser team directly. We cannot guarantee that we will be able to accommodate requests out with the standard and teams may have to adjust their game prototype development to accommodate the space available to them. All teams are required to provide their own equipment for the showcase.