

## Your Arcade Investment Presentation

1. Who designed and developed the game.
2. Target audience.
3. Current operating costs- rental, cleaning costs, energy costs, wage costs.
4. How many customers you had.
5. Were there any problems with your game? How will you overcome them?
6. Any ideas you have for future development.
7. Reasons why we should invest in your game.
8. Persuasive language.
9. Power point, think about your body language, 5P, give a demonstration of your game.