

BLOXBURG BUSINESS UPDATE

Build It. Run It. Grow It.

The Business Update would bring a whole new level to Bloxburg by introducing a system of player owned buildings. Instead of just building houses, players can build businesses: restaurants, cafes, bakeries, supermarkets, clothing stores, salons, mechanics, gyms, arcades, offices, and many more. The Business Mode in the Build Mode can introduce commercial furniture and equipment such as cash registers, display shelves, restaurant counters, commercial kitchen tools, fitting rooms, salon equipment, employee section, signs, parking lots, and delivery zones. Like building a regular Bloxburg house, players would have the ability to customize and create any type of business they want: from a small local cafe to a large commercial building.

The Business Update would not only let players build and customize their business, but also manage them and complete tasks to earn money. Similar to other games, a restaurant owner would have to make a menu, set prices, take orders, cook, serve, and manage their restaurant's dining area. A store owner would have to stock their shelves, set prices, work the register, manage their inventory, and sell their products. The owner of a salon would have to give their customers haircuts and styles while a mechanic would work on and customize their customer's cars. Each business would have their own management system and gameplay so that each business is unique from one another while utilizing the same building, job, cooking, driving, and interaction systems of Bloxburg.

The Business Update would also introduce an employee system that would let business owners hire other players or hire NPC's to work for them. For example, the owner of a restaurant can hire someone to be their cook while another person/NPC can be a waiter or cashier and another person/NPC can be a manager. The employees would get paid by the business owner for fulfilling their tasks in the business while interacting with the players/NPC's that come to the business. This feature would also allow more players/NPC's to interact with each other rather than working individually or working at the same job. Players would be able to open a restaurant with a friend and maybe even start a business together or on their own. This would also introduce a business reputation system where the business owner can gain reputation points based on how many customers come to their business. The more customers, the higher their reputation would be. As the business owner improves their business, they can unlock new products, equipment, services, decorations, expansions, and more for their business.

To add more depth to the gameplay of the Business Mode, a supply and inventory system would let business owners order ingredients, products, and more to stock their business. A restaurant needs ingredients, a store needs products, a salon needs supplies, and a mechanic needs materials for their business. The owner can order their supplies with a new delivery system that comes with the Bloxburg update where the delivery trucks will bring the ordered supplies to the business. The business owner would have to manage their inventory while ordering the amount of goods they would want to buy. This system would let players

get creative with their money by having to budget it out between their business expenses, products or services prices, employee's paychecks, and their profits.

The Business Update would also make Bloxburg feel more alive by introducing NPCs to work in player owned businesses and visit them. For example, the owner of a cafe can let the NPCs come into their business while hiring players to serve them and take their orders. The NPCs would then leave the business after they finish their meal. The owner of a store can let the NPCs enter their business, browse their items, and purchase them. The owner of other businesses such as salons would also be able to let the NPCs line up for their turn and take their orders. At the same time, the other players can enter a business and act as the customer. This would introduce a more interactive and busy Bloxburg where the players would know what popular businesses are around the server.

The Business Update would also introduce business achievements and milestones to let players know when they make their businesses successful. The achievements would be unlocked when a player reaches a certain amount of customers, a high business reputation, a certain amount of money earned from their business, when they can employ other players, and when they can expand their business to make it bigger. The rewards for achieving these milestones would be decorations, trophies, signs, and furniture that the player can use to customize their business to make it look better.

The most important thing about the Business Update is that it should be integrated with the main game rather than it being a whole separate game from Bloxburg. Players would still have to manage their needs, drive in their cars, cook food, interact with other players, and go back home when they finish their shift at their business. A player can wake up in the morning, get their food at home, drive their car to their restaurant, open their business, serve their customers, get their ingredients, close their business for the day, and finally go back home. This would allow the Business Update to be the other part to the life simulation game that Bloxburg has to offer.

The main goal of the Business Update would be to improve Bloxburg to feel more like a city where players can build what business they want. Some players can build a small local bakery, some can build big restaurants, others can build a vehicle shop, and some can build clothing stores and entertainment business. There would not have to be only one best business because it would depend on what the players would want to build and manage. The Business Update would be to expand one of the biggest aspect of Bloxburg and let the players have another activity to build, manage, and experience in the game.