Evaluation

For the Final Major Project, I was producing a game for a family audience. Throughout research I found that ‘70% of gamers are age 18 or older’ (Tech Jury, 2020) and the ‘average gamer age is 34 years old’ (Tech Jury, 2020) further research identified that ‘70% of parents believe video games have a positive influence on their children’s lives’ and this made me think that a game that would engage the entire family would have a unique selling point.

Yanev, V. (2019). *Video Game Demographis - 25 Powerful Stats for 2020*. [online] TechJury. Available at: https://techjury.net/blog/video-game-demographics/#gref.

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I also research about the gaming throughout COVID-19 and before COVID-19 and the people who made the online survey asked 2 questions ‘what games that rise in COVID-19 and why’ and the people reposed was ‘yes’ showing me that games during COVID-19 has risen because people was staying inside the house, and they second question was ‘Do you feel that playing video games has had any impact on your well-being during the COVID-19 outbreak? The impact may be positive or negative’ for the people doing the online survey being the (N= 781) and I think there did that to see what games that children and adults play was more frequent in the pandemic then when there were in school and working and the one most game that risen was Animal Crossing which is a calming game to play when they are on their break from work or school/college/university for them to relaxed from their hard day which hard improve people well-being

Barr, M. and Copeland-Stewart, A. (2021). Playing Video Games During the COVID-19 Pandemic and Effects on Players’ Well-Being. *Games and Culture*, [online] 17(1), p.155541202110170. doi:10.1177/15554120211017036.

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 Throughout, this project my felling for this was ok because I thought it was hard because I didn’t know how to make the minigames and the gameboard, I did have to asked one of my tutor to help me and I used a software call ‘3D Model’ and ‘Uproject’ for the board I when I learned it about it and what coding to use on my game. So how the players will do and how the faction.

Throughout, my project I had troubles with the software when I was having to my board layout because there were no software but then I found out a website that I can use to make the board it was called ‘64Maker’ to make my board what it’s going to be and play as that how it was going to play as and that website is the way you can create the board that you wanted

<https://partyplanner64.github.io/>