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 was 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/>

Also, throughout the project I had problems with the characters and how to make them and the dice as well so I made a mood board of which characters I was using and what Zodiacs signs I be using and made them in pixel art and for the dice I made it on illustrator and use the lesson what my tutor teach me have to in lesson so all the side and joined them together so all the sides fit and I also helped me how to make the dice the same side to make my dice a cube

If I try this again, I will make minigame and the board game and t eh character and their winning animation so and the rules of the game and some story of the character when their get the a gem/start and some facts about character so the player or players don’t get confused of what the play and a little story about what character is and why it’s a folklore and it power as well and some are scary and some are complicated with their lore as well. And I could have made the items and then animated and a little thing what it does for that zodiac and their downside of that item.

If I had more time I would made the more levels for the game and also the boss and their level and also the puzzle for each boss and my inspiration for this was Mario Party because I play Mario Party quite a lot so I thought it was a family friendly game and with a story mode of each character their chose with diffident Computer layer level (Easy, Normal and Hard) and their can also unlock items and character along away the boss level will have diffident puzzle for each level the player chose and their will have their have items for the each other the character and when the character wins a minigame their will their own character fact. Another, of my are inspiration is yo-kai so some of the my minigames and their backstory so I have been watching Yo-kai Watch which lets a boy see yo-kai and try to befriend the yo-kai