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.

<https://techjury.net/blog/video-game-demographics/#gref>