

SWOT TABLE

SWOT Category	Description	Examples
<i>Strengths</i>	Pretty much all the players like the way the game looked. They either like the trees, the track, or the lighting in the background.	<ul style="list-style-type: none"> • Freedom to roam and assess the game for yourself. • The assets themselves had the most time spent on them. • The car's mechanics could easily be replicated onto a bicycle. Like intended.
<i>Weaknesses</i>	Almost all of the playtesters didn't know the point of the game. They didn't understand what they were supposed to do. The game definitely needs more interfaces that can interact with the player.	<ul style="list-style-type: none"> • Players are not presented with an end screen when they die. • Other than falling there is no other way for a player to stop playing the game. • The objective is not made clear from the stars. Further emphasis needs to occur.
<i>Opportunities</i>	Further development of the assets that the player interacts with will be a very important change that needs to be made. A creation of a spline path would allow for players to interact with movement within the game. Players currently are unable to interact with any object on the road.	<ul style="list-style-type: none"> • Instituting an end screen when players die. • Adding objects that can interact with the players. • Constructing a spline path for other cars to follow along. This would allow for more movement in the game.
<i>Weaknesses</i>	There are definitely many other games that would attract people over this game, but the storyline is different from a lot of others. The fact of the matter being that players are a bicycle who are trying to crash into cars.	<ul style="list-style-type: none"> • Game is very repetitive and lacks creativity • It can only be taken so far in the expansion of the gameplay. • Players might not get the point of the storyline and can't relate to the idea of anger that stems from a bikers perspective.

Link to Google sites:

<https://sites.google.com/students.chccs.k12.nc.us/bengtlevinportfolio/performance-base-d-measurement/game-art-design>