**Discussion**

This parting chapter briefly reminds us to self-reflect and consider our deepest motivation for designing games. We should be questioning whether designing each game is worth it. This will help us to analyze and understand ourselves better as a designer

**Implementation**

I will forward this question to my teammates to aid them in figuring out their motivations for this game. Yes, it is a part of our compulsory final year project, but why a video game at all? Why a mobile-based video game? Why an endless runner? And finally, why Highway Racers, with all of its features, and not something else?

Pondering this will give our team great insights into who we are and what we as Computer Science students want out of game development.

This is the best time to do this deep thinking, as we are only studying at the moment and have no other commitments such as a family or a job. Before we are sucked into the grind of adulthood, it is time we pondered our deepest motivations for this subfield within Computer Science.