

SWOT - Analysis

Gaming

Strength:-

- * Great user interface
- * Best for customization.

Weakness:-

- * Little expensive.
- * Performance is less in lower variants.
- * Heavily relied on software.

Opportunities:-

- * Growth is AI & it's tools.
- * Upgrading hardwares & softwares according to the future needs.

Threats:-

- * Apple company
- * Rapid technology changes
- * Intense marketing from a other company.

17/10/2025

Short term Goals

Goal:- Complete all the assignments and start to read for ESE peacefully & learning one skill ^{per week} using a

Measurable:- I have started a ~~to~~ do list app to track my works daily.

Achievable:- It is easily achievable by giving proper time to all the tasks accordingly.

Relevant:- This goal is worth it and after completion, I can give more time to my other works related to skills.

Timebound:- I have to complete all the assignments a week before the ESE, so that I can have proper time to revise for the ESE and after exams I can fully concentrate on my goals.

Long term Goals

Goal:- Learn all the skills related to build animations and games.

Measurable:- I can measure it using a tracking app to track how much I have learned.

Achievable:- It can be easily achievable, if we manage both the college and skills.

works, and give a proper time to all the tasks.

Relevant: By this goal I can achieve my dream and get placed into one of the best companies like unity, unreal engine.

Timebound: I need to learn all the skills before my 4 years of college ends.

~~24/10/2025~~