**AI-Driven**

**Destiny 2 Player Coach**

**Target Platform and Audience Analysis Document**

**G4RR Computer Science and AI**

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**Introduction**

**Document Purpose**

The purpose of this document is to investigate the potential target-platforms for the AI-Driven Destiny 2 Coach Project. For correct context, the reader will have taken note of the Project Outline[1] document.

**Scope**

The document will cover analysis on and define the potential platforms, including investigation of platform attributes such as target audience and use case analysis. It will specify and justify the chosen target platform.

**Objectives**

The main objectives of this document are to:

* Identify potential target platforms
* Identify target audience
* Provide use-case analysis
* Provide examples of existing community tools
* Provide platform comparisons and evaluations
* Define and justify the chosen target platform

**Potential Platforms**

**Candidate Platforms**

Several different platforms are available for development. For a public application, there are 4 main platforms to consider as potential deployment targets:

* Windows Desktop (Minimum: 10/11)
* Web Application (Minimum: HTML5, CSS Level 3)
* Android Application (Minimum: SDK 24)
* IOS Application

**Exclusions**

MacOS and Linux desktops are not considered due to the game being unavailable on those devices natively, requiring streaming services (GeForce Now, Steam Deck, etc.) to play. Exact statistics for players by platform are not disclosed for Destiny 2, meaning it is hard to discern what percentage of active players utilize cloud gaming services.

From statistics published by Statista[2], the leading cloud services have a combined 33.2 million users (Xbox Cloud, NVIDIA GeForce Now). In contrast, Steam[3] for desktop PC has had a peak upwards of 33 million players every month for the past year[4]STEAMDB, with a Newzoo report[5] from 2023 finding 611 million console players in 2022 and upwards of 1.1 billion PC players. These numbers were expected to grow.

For these reasons, it is reasonable to exclude Linux and MacOS as potential targets due to their perceived lack of prevalence in the context of this project.

**Target Audience and Use Case Analysis**

**Outline**

In order to create a product that is available/accessible to as many new and current players as possible and as relevant in the community as possible, it is necessary to identify these groups and aspects thereof.

**Audience Identification**

The target audience for this product can be categorized into the following groups:

* **New Players (Playtime<=5 Hours):** The most inexperienced type of player, with only a brief introduction to the game and its character build screens. They will have a very basic understanding of the game space including:
  + Some of the activity types
  + Character and inventory screen
  + Player item vault
  + Character Class
  + Character Sub-Class
  + Character weapons and Armor
* **Beginner Players (50 Hours >= Playtime > 5 Hours):** A player who has become more familiar with the core game mechanics and the concept of a character build. They will understand the importance of utilizing certain items for more specific and challenging activities. They will have a beginner understanding of all items in the previous user category, as well as:
  + Sub-Class configuration (aspect, fragment, grenade, melee and class-ability)
  + Weapon modifications
  + Armor modifications
  + All activity types
* **Intermediary Players (300 Hours >= Playtime > 50 Hours):** A player who has completed some of the more challenging activities such as raids or dungeons, but may still not completely grasp the more fine-detailed aspects of the game such as individual elemental effects. They will however be aware of their existence and the status effects they can create.