**AI-Driven**

**Destiny 2 Player Coach**

**Target Platform 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
* Investigate target audience
* Provide use-case analysis
* Provide platform comparisons and evaluations
* Define and justify the chosen target platform

**Potential Platforms**

**Project Context**

The project aims to create a Destiny 2 player coach to assist new and intermediary players in bridging the gap in knowledge required to become seasoned players.

**Potential 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

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. From statistics published by Statista[2], the leading cloud services have a combined 33.2 million users (Xbox Cloud, NVIDIA GeForce Now). In contrast, PC and Console