Strengths
Internal factors that help us

The Project
Building a tower defence game with learning aspects has not, as far as I am aware, been tackled before. - Dimitri

A game's ability to capture one's attention allows for an environment where information can be transferred and obtained without losing one's mental focus. - Dimitri

Will attract young people surely. - Freda

It's fun enough to keep on with this project! :P -Freda

Surely it's with drawing and designing which are creative. - Freda

Tower defence games are an established so we would know how one is meant to look like. - Alex

The we should have at least some of the knowledge required to create a game similar to this from the Graphics Programming module. - Alex

As a Team
A wide range of skills. - Dimitri

A wide range of experience. - Dimitri

Members dedicated time to complete this work. - Dimitri

Our spread time zones allow the project to be worked on and collaborated on at many hours of the data, not just restricted to work hours. Making collaborative work through software like GIT very useful. - Dimitri

Weaknesses
Internal factors that hinder us

The Project
Building an entire game like this is quite a complex task, the likes of which I doubt many of us have tackled before. - Dimitri

Restrictive time. - Dimitri

Restrictive complexity. - Dimitri

Many new challenges, both programming and organisationally to tackle

Should we make some attract websites to attract more users? Since only a game is not propogating. - Freda

Tower defence games have many moving parts which mean memory management could become an issue. - Alex

As a Team
A general inexperience in collaborative projects like this. - Dimitri

Our ability to communicate is slow and restrictive. - Dimitri

We are not all capable of creating certain aspects of the project, therefore requiring a greater organisation and management, which is already difficult. - Dimitri

Difficult to divide the whole task into individual tasks. -Freda

If communication isn't well enough, it's hard to clarify which part has bugs and how to solve them. - Freda

If some members are not active, we don't know how to contact them. - Freda

The need to work as a team means the completion of different parts of the project is uncertain. - Alex

Opportunities
External factors that help us

The Project
Now it's the era for technology and creation. People are willing to spend time at home playing games. - Freda

Should we include text descriptions inside our games to make is a story? -Freda

There are wide range of opportunities for us to choose the color and theme. Opportunities for design. - Freda

Which programming language should we use? - Freda

Does it need some electronic drawing equipments? - Freda

Tower defence games are an established so we would know how one is meant to look like. - Alex

As a Team
The recent pandemic, through devastating, has opened a lot of opportunities for distance work and distance collaboration. Now is a better time than ever to be collaborating remotely, as not only have the tools for this become more readily available, but we as individuals, are not doubt more experienced and used to this kind of work and collaboration by now. - Dimitri

The pandemic also gives people time to work from home on their own education and play. Such as we are now, in this course. Giving plenty of room for an additional education tool. - Dimitri

Our range of experiences gives us an opportunity to learn and grow off one-another, bounce ideas and grow our projects. Hopefully helping us crate something truly unique and improve all our skills, both technical and collaborative, and build connections for future roles and projects. - Dimitri

There are already members in our group who are game developers. They have worked in companies and know the whole game developing process.

There are lots of example software all around the internet to base our project on and use as tools.
- Alex

Threats
External factors that hinder us

The Project
If the content is not expansive enough then the game will not be use for long and all the time and effort put into it will be for nought. - Dimitri

What if our game meets a big bug at the end of the module? Then we would meet thread-not submit the project. - Freda

Its a challenge for people who are new to game development. - Freda

Keeping the game challenging but fair for users would be a difficult task. Too easy and it won't be engaging. Too hard and everyone would be too made to play properly. We are not making Dark Souls. - Alex

As a Team
Our wide spread time zones and activity challenges our ability to collaborate. As our decision-making is hindered and slowed greatly. - Dimitri

This makes it harder to organise meetings. - Dimitri

It makes it harder to organise roles. - Dimitri

Hinders our overall productivity. - Dimitri

Time is a factor; between work and study will be difficult for us all to find the time to work on and collaborate on this project. - Dimitri

One of us in in China so there is a restriction on software we could use. - Alex

Political instability around the world means there is a chance some of us won't be available for the entire course of the project. - Alex

There are so much software that already exist that it would be hard to think of one that is truly unique. - Alex