

## **Jeremy Matthews**

### **SWOT Breakdown**

**Project:** Educational Tower Defense Game

**Strengths:**

- With the wide variety of skills that the team has, we should be able to effectively break up tasks to target team member strengths.
- Educational software is becoming more popular as people are having to learn from home due to the pandemic.
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**Weaknesses:**

- Communication is already proving to be an issue.
- Not all team members have experience in the game development process. This could lead to some issues in organizing tasks
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**Opportunities:**

- The team has a varied background and skill set where we can each learn from each other during the project.
- There are many aspects that go into creating a game that are not just technical. Art, sounds and game design are all things that team members will be able to explore and collaborate on.

**Threats:**

- Communication is going to be an ongoing problem for this project as the team is spread out over the globe. This will cause slowdowns in decision making.
- Some team members have outside commitments (myself with Work and Family) which may cause issues with hitting deadlines.