

CM2020 - SWOT Analysis

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A SWOT analysis includes analysing these four aspects:

- Strengths
- Weaknesses
- Opportunities
- Threats

I will be doing this analysis based on our project idea for a tower defense game.

Strengths

Our strengths in this area include:

- A wide range of skills.
- A wide range of experience.
- Members with dedicated time to complete this work.
- Our spread time zones allow the project to be worked on and collaborated on at many hours of the day, not just restricted to work hours. Making collaborative work through software like GIT very useful.

Strengths for the project itself:

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

Weaknesses

Our weaknesses as a team:

- A general inexperience in collaborative projects like this.
- Our ability to communicate is slow and restrictive.
- We are not all capable of creating certain aspects of the project, therefore requiring greater organisation and management, which is already difficult.

The project's weaknesses:

- Building an entire game like this is quite a complex task, the likes of which I doubt many of us have tackled before.
 - Restrictive time.
 - Restrictive complexity.
 - Many new challenges, both programming and organisationally to tackle.

Opportunities

- The recent pandemic, though 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 no doubt more experienced and used to this kind of work and collaboration by now.
- The pandemic also gives people more 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 educational tool.
- Our range of experience gives us an opportunity to learn and grow off one-another, bounce ideas and grow our project. Hopefully helping us create something truly unique and improve all our skills, both technical and collaborative, and build connections for future roles and projects.

Threats

- Our wide spread of time zones and activity challenges our ability to collaborate. As our decision-making process is hindered and slowed greatly.
 - This makes it harder to organise meetings.
 - It also makes it harder to organise roles.
 - Hinders our overall productivity.
- Time is a factor; between work and study it will be difficult for us all to find the time to work on and collaborate on this project.
- If the content is not expansive enough then the game will not be used for long and all the time and effort put into it will be for nought.