

Tigers SWOT ANALYSIS for VR Trick Shot

Goals

The current goals:

- Build a simple VR gaming experience
- Must capture the feeling of a carnival game
- Must be able to be played by a large audience of many ages

INTERNAL	Strengths <ul style="list-style-type: none">• Artist have the experience to make a Carnival Environment.• Programmer has Experience with Unity and C# to make the physics and all need scripts.	Weaknesses <ul style="list-style-type: none">• Little experience with VR game Development• Experience Making a game in such short amount of time.
EXTERNAL	Opportunities <ul style="list-style-type: none">• VR games are growing in the market, great to start learning them now.• Using new and improved technology for development or production (hack n plan etc.)	Threats <ul style="list-style-type: none">• Time restraints• Working around the restricted motion on the Oculus Go controller.

Conclusion

Overall, getting the game done in time will be tough, but the team has the experience to get the job done and the project hasn't been over-scoped, it's a small simple game that will get done in the small amount of time provided to complete it.