My initial thoughts when creating the shark game snapshot, were to prioritize crating a game loop, and then branch off from there. Since this was a technical test and not one based around design, I grabbed some sprites off google to help differentiate aspects of the game. I encountered issues with keeping the spawning of both types of fish to a general area (they would often spawn outside the confines of the level) and opted to solve this problem with a GameObject that can be moved around in the scene to dynamically change the spawning area. Improvement could be made to this snapshot by further developing the AI to explore the level, rather than just swimming back and forth. I would also implement some level design, into the snapshot, encouraging players to explore the level, and develop spatial awareness skills for this game, as well as introducing aspects of the game one at a time. This game suits the 7-8 age range demographic, by not being overly complex in controls, and features, as well as simplistic art styles are better suited for younger children.