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**Game Industry Trends and Artifact Update**

**Part I**

Throughout this program, you have had the opportunity to research and evaluate game industry trends, including mobile development, mobile hardware, game engines, and technologies such as virtual and augmented reality.

Re-evaluate your previous findings and conduct additional research to determine the state of the industry and current trends. Select at least two trends. For each trend you select, respond to the following questions:

1. Based on your previous explorations and current research, what impact is this trend having now, or will it have in the future, on the game industry?
2. How does this trend relate to the career focus you selected in Module Four?
3. What are the challenges associated with these trends and how do you plan to address them?

I asked Chatgpt to give me a list of trends in gaming currently and now I will pick 2 and comment on them.

**Trend 1: Live Service Fatigue**

* Based on your previous explorations and current research, what impact is this trend having now, or will it have in the future, on the game industry?
  1. I looked into this when I realized Epic makes Fortnight and you realize how amazing Fortnight is to the gaming world. Unreal Engine has the support it does because Epic is making insane amounts of money off Fortnight. Unreal Engine is free. And while everyone wants a slice of that pie, very few companies have been able to capture that lightning in a bottle, and even fewer have been able to keep it, and help it grow.
* How does this trend relate to the career focus you selected in Module Four?
  1. As someone in gameplay development there isn’t much to comment on from a unique point of view, though you could argue it would yield a repetitive cycle in coding, and structures.
* What are the challenges associated with these trends and how do you plan to address them?
  1. The challenge is the execution as a whole. Warner Bros. lost far more money making Suicide Kill the Jutice League a Live Service game than they would have if they created a flop of a first player game, and that could have been an amazing IP, same with Gotham Knights. I understand that having a successful live service game offers a large weight of cashflow off of a company, but when it’s at the sake of the player it’s not worth it. Another issue is the quick cash grabs, the games that launch, get money quick, and then close out. It’s a slight against players. Lastly, microtransactions in single player games shouldn’t be a thing. If you want to tack on costumes to a season pass, or levels, or new characters, be my guest, but stop putting microtransactions in single player games.

**Trend 2: Focus on Assessibility**

* Based on your previous explorations and current research, what impact is this trend having now, or will it have in the future, on the game industry?
  1. Accessibility is more prominent in gaming than ever and I think that’s a wonderful thing. I’ve heard of legally blind people being able to game and that to me is just an incredible thing, and luckily it’s only getting better. More and more people with a wide array of alternative abilities have access to gaming, and as a developer and a lover of the industry that’s just incredible.
* How does this trend relate to the career focus you selected in Module Four?
  1. I’ve never thought about this question. Honestly being able to create systems with accessibility in mind is the only comment I can make. Creating sound queues, on top of visual queues, creating systems that assist players in doing tasks, creating automation for certain aspects, or alternative ways of interacting with the world such as holding a button compared to tapping it.
* What are the challenges associated with these trends and how do you plan to address them?
  1. I think awareness was a huge hurdle that’s become much better, after that it becomes a matter of the ingenuity that can be had from those working on hardware, and developers working with solutions to be more inclusive.

**Part II** Provide an update to your instructor on your progress with each artifact. Use the following nomenclature to categorize each artifact and provide relevant details to your instructor. If you need assistance or have questions, contact your instructor.

**Artifact Categories** 1 - Not Started  
 2 - Working on Initial Enhancements  
 3 - Submitted; Awaiting Instructor Feedback  
 4 - Working on Final Enhancements  
 5 - Awaiting Instructor Permission to Upload to ePortfolio  
 6 - Uploaded to ePortfolio  
 7 - Finalized ePortfolio Assignment

All parts are in **Category 2**. Per my tardiness I suspect a possible update next week. However all parts are on track per my submissions.