 Target Audience

My target audience is directed towards elderly people, this means my game has to be directed to people aged upwards of 50.

To make my game directed towards a certain age range, I need to think about what I would want in a game if I was in their position, so here are some things: 

* Easy to read
* Easy to understand
* No complex mechanics
* Game shouldn’t be too detailed

I will add a tutorial will be useful for people of elder age as they may struggle to understand how to play a game. I’ll keep the tutorial short, simple, and to the point, so it will only cover the key aspects of the game, if the tutorial is too long, players can get bored and leave.

I will implement many things into my game to make sure that it’s not too difficult. However, I think it may be a little bit hard when beginning but players should easily get the hang of the game and adapt to its speed. This will add a challenge, but keep the game playable, especially for the elderly people.