***Feasibility study***

*Technical Feasibility*

The game itself requires a simple 2D game development software (such as GameMaker Studio), sound effect software, Writer and Spreadsheet software. GameMaker studio is installed on most computers being accessed to create the game, Audacity can be used to create sound effects and Microsoft Office can be used to create spreadsheets and word documents.

*Operational feasibility*

In terms of operating systems, the biggest problem we may have is making the game portable between windows 8 and 10. This problem can be fixed by compressing the game into a file type which is recognised and used by both windows 8 and 10.

*Schedule Feasibility*

As seen in the original project proposal, the project should take approximately 312 days, with an ability to lag behind by approximately 4 weeks. Although, it is not preferable if this happens. One of the issues (which we have already faced within the first few weeks of the project) is that if the developer (me) gets ill, then there is no one to fill in the space, so there is a large chance of getting behind.

*Market Feasibility*

The product being created is a 2D video game with a short and simple storyline. This type of game is already available on a worldwide scale and many examples can be found (such as Mario and Donkey Kong). However, I believe that I could create a charming and attractive twist on this typical genre, which would appeal to most people. What would make it unique would be its art style and characters, as well as a small amount of plotline.

There are not many development projects which offer a game about a non-humanoid animal-like creature and/or do not include any humanoid figures at all. This creates a unique dynamic and animation/art style which is not seen in many video games. Even the development projects which do exist with various animals involved do not seem to incorporate any kind of magical ability. Overall, this creates something new to be introduced to the market.

*Overall risk*

Some of the risks of this game include not finishing the game completely for whatever reason. Some of the reasons include: illness, other school subjects interfering, technical difficulties and equipment breaking or ceasing function. To reduce this risk, we must reduce the amount of backlog as much as possible. Although there is leniency to the amount of backlog we can have, there is a large risk of getting so behind that the project isn’t finished.