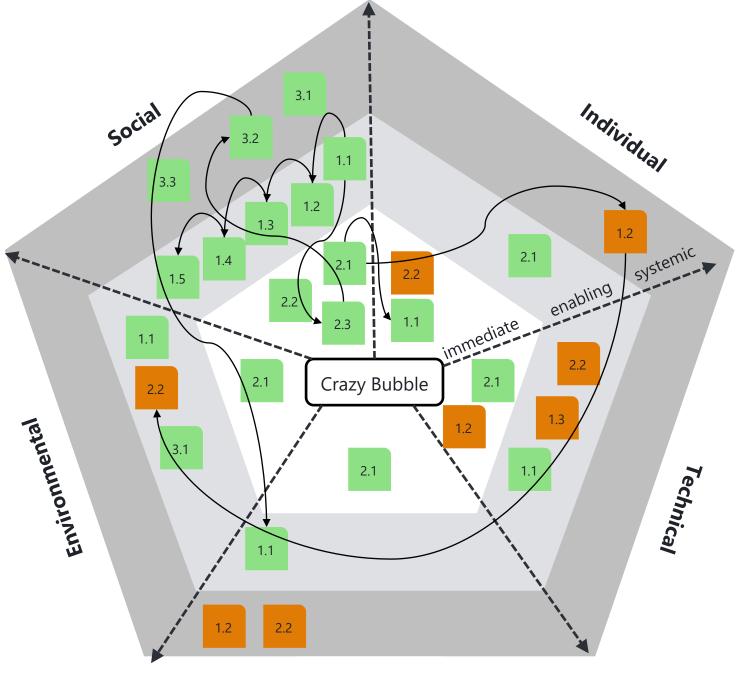
Explanation of the graph:

- 1. Meaning of the colours: orange is negative, green is positive
- 2. The number in the coloured stickers: for example, in Social 1.1, the first '1' references the first topic 'Sense of community', and the '.1' references the detailed description of this topic

Social		Sense of community Inclusiveness and diversity Participation and communication
Individual	` ′	Health Safety
Environmental	(1) (2) (3)	
Economic	(1) (2)	Value Innovation
Technical	(1) (2)	Usability Adaptability







Economic

Social

1. Sense of Community

Positive (Enabling):

- 1.1 Friends can play together, enhance social interact.
- 1.2 In multiplayer mode, players can compete with friends, making it a shared activity.
- 1.3 If this game becomes part of their regular leisure habits, players may develop a sense of belonging.
- 1.4 If a group of friends play this game together often, they might naturally form a small community.
- 1.5 People might choose this game during their free time as a casual activity.

2. Inclusiveness and diversity

Positive (Immediate)

- 2.1 Anyone can play and enjoy, regardless of experience, age, or background.
- 2.2 You don't need any special skills or gaming background to have fun.
- 2.3 The game is chill and low-pressure, making it easy for everyone to join in.

3. Participation and communication

Positive (Systemic)

- 3.1 It makes the game more fun and exciting by adding a competitive edge.
- 3.2 Players might recommend the game to friends, making it a shared activity and strengthening social connections.
- 3.3 In multiplayer mode, players can against each other during the game, which enhances social engagement.

<u>Individual</u>

1. Health

Positive (Immediate):

1.1 The game can enhance mental health by providing entertainment, distraction, and satisfaction through in-game progression.

Negative (Systemic):

1.2 Addictive mechanics could encourage a sedentary lifestyle and negatively impact physical health.

2. Safety

Positive (Enabling):

2.1 The multiplayer mode on the same keyboard does not expose online data.

Negative (Immediate):

2.2 Accidental physical contact between players sharing the keyboard could cause discomfort.

Environmental

1. Material and resources

Positive (Enabling):

1.1 No other consumable resources such as paper will be used.

2. Energy

Positive (Immediate):

2.1 Less power usage while playing the game.

Negative (Enabling):

2.2 Playing for a long time requires more power, will decrease the battery life of computer.

3. Logistics

Positive (Enabling):

3.1 Reduces physical distribution needs such as CDs.

Economic

1. Value

Positive (Enabling):

1.1 Double player mode increases social engagement, adding brand value and attracting new users, which benefits both developers and players.

Negative (Systemic):

1.2 If multiplayer matchmaking is unbalanced or unreliable, it could harm user experience, reducing the perceived value of the game.

2. Innovation

Positive (Immediate):

2.1 The in-game shop allows players to purchase tools to enhance their gameplay experience, giving enjoyment without financial risk.

Negative (Systemic):

2.2 If players rely too much on purchasable tools, it might reduce the challenge and satisfaction of the game, potentially affecting long-term engagement.

Technical

1. Usability

Positive (Enabling):

1.1 The intuitive controls make it accessible to a broad audience, including casual gamers and elderly users.

Negative (Immediate):

1.2 Players with color vision deficiencies may struggle to differentiate certain bubbles, reducing playability for this group.

Negative (Enabling):

1.3 When played on mobile or small-screen devices, some buttons or UI elements may be difficult to interact with, affecting user experience.

2. Adaptability

Positive (Immediate):

2.1 No installation is required, and it supports cross-platform play (Windows, Mac, Linux), improving accessibility.

Negative (Enabling):

2.2 If ported to mobile devices, UI adjustments would be required to ensure a smooth gaming experience on smaller screens.