|  |  |  |
| --- | --- | --- |
| **Feasibility Analysis Assessment Factors** | | |
| **Technical Feasibility: Can I build this project?** | | |
| **Consider:** | • Knowledge on C#, the primary coding language for Unity is limited. | • Lack of familiarity of Unity will slow down project speed and finish time. |
| • RPGs are more a difficult genre to code due to random encounters and balancing. | • Use only one version of Unity to ensure project can be completed and less time is spent refactoring. |
| **Economic Feasibility: Should I build it?** | | |
| **Factors** | • Development costs need to be kept minimal. | • Most time will be spent looking up tutorials or fixing broken code. |
| • Using open source and free media with attribution can save time and money. | • Benefits would include becoming more proficient with C# and Unity. |
| **Project Finish Feasibility: Can I finish building the project?** | | |
| **Consider:** | • Most self-started games are never completed. | • Working on the project will take up a lot of free time. |
| • Asking questions in forums might help speed up the process. | • Consider a framework to help development? |
|  | | |

