Purpose of game:
I am making a wood carving game because I used to play wood carving games when I was little and it was a good way to pass time & fun to play, and the age and the age group that I want to make it for is ages 7 and on.

Research for game:
What is needed to make a good game?
https://serc.carleton.edu/introgeo/games/goodgame.html
- Flexibility in the game
- Getting immediate rewards
- Interesting challenges

How to make good tutorials?
https://schoolofgamedesign.com/project/good-video-game-tutorial/
- Use less words
- Make interactive
- Do instructions as you go

How to make it appealing to the user?
https://www.gamedesigning.org/gaming/great-games/
- Easy and good controls
- Memorable characters
- Good graphics