

Our game was made as a way for people to practise improving their hand-eye coordination as well as problem-solving.

Through the 3rd person camera, the game allows its players to improve their hand-eye coordination through playing as they are forced to make quick decisions based on what they are seeing on the screen. This can aid in other areas through being able to perform tricky tasks which require precise movements as well as good coordination that they will have learnt from playing the game.

The game teaches problem-solving to the players as they are forced to make decisions as to how they wish to tackle the enemies in the game through a number of different ways that all present different pros and cons to the playing experience and the ease of the game. If the player chooses to rush into the enemies they will find that although if they are successful they will win faster than someone who chooses to fight the enemies one at a time they will have to be better at the game in order to do so as they might become overwhelmed and die. Similar to real-life where when people choose to attempt to complete a task all at once they will find that although they will get it done it will be much harder than a slower more methodical approach which simplifies the problem and although it will make the overall task easier it will increase the time taken overall as you only work on it one section at a time.