

1. Strengths:

- Accessibility: Being an app, it's more accessible and portable compared to the physical board game, allowing players to engage with it anywhere.
- Consistency in Game Mechanics: Maintaining the same rules and gameplay as the board game can make it easier for existing players to transition to the digital version.
- Nice Board Recreation.
- Pieces selection and age selection.
- Rolling dice and answering questions features are working well.
- Local multiplayer feature, only need one device for maximum four people.
- Zoom feature can help player to see around their piece.

2. Weaknesses:

- Basic UI Design: The use of Unity's default UI makes the game feel generic and may not engage players visually. This lack of unique aesthetic could affect the user experience and reduce the game's appeal.
- Lack of Visual Effects: Poor visual effects make the app appears unpolished and detract from the player experience. Doesn't make too much different experience compared to real board game.
- Lack of Innovation: Without unique features or enhancements beyond the original board game, the app risks failing to retain interest over time.
- No instructions: It is not intuitive to understand where to tap.

3. Opportunities:

- Expanding Audience: There's an opportunity to reach a broader audience, including those who prefer digital gaming or those who might not have access to the physical board game.
- Online multiplayer feature could be a potential to enhance the gameplay.

4. Threats:

- Technical Issues: As with TOTC app I just played, even though I didn't find any existing bugs, technical issues such as bugs, compatibility problems, or poor optimization could happen in the future, which can negatively impact user experience.