In full transparency, I am not someone who is a seasoned video gamer let alone knows the name of more than five video games. However, if my team wanted to take up a challenge to immerse itself in a 90+ billion dollar industry, how could I resist? That is why I came up with a plan for Cloudfare Workers for Gaming.

The first challenge we would need to tackle is pinpointing exactly what demographic we would be delivering to. After doing some research, I have found that the video game industry has expanded in the past years to include a diverse grouping of people, manufacturing games catered to both younger adults to older adults and everywhere in between. Interestingly, in many countries worldwide, there is a generation of parents who grew up playing video games. Especially during these times where people are working from and unable to leave their homes, many adults may spend this extra time to share their old passion for gaming with their children. It is for these reasons Cloudflare Gaming can capitalize on this opportunity to create a video game that is directly targeted to be played by a family unit.

It has been long claimed that a common issue with many video games is the inherent violence built into them. Countless studies have been performed that linked video game violence to real world violence, one of the most notably being the Parkland school shooting. A family video game especially must not contain gory physical violence in order to be successful. We could take this game into two avenues: 1. A game of friendly individual competition like Mario Kart, or 2. Group competition like Wii Sports, a decision I would make with my team.

There are many ways to measure success. First, if the Clourflare Workers for Gaming is the first time that we dip our toes in the lucrative competitive world of video gaming, it may be unrealistic to think that we will hit the jackpot right away. Something I have learned from past work experience and being on an athletic team is that setting purely outcome related goals can lead to detrimental effects. Instead, if we focus on learning, adapting, and catering to the world of video games, we can reach success much quicker.

One way this video game would be improved would include maximizing the game's simplicity yet making it robust enough to captivate the attention from both children to working adults. Another could be the price. With so many Americans out of work unable to pay bills, will they be able to afford a potentially pricey new video game? A few ways to tackle this problem is reducing the complexity of the controller itself, reducing the quality of the graphics, and minimizing internal storage capability.

There are unfortunately a few risks that come with this family gaming system that is proposed. If we propose a gaming system that is targeted to be played by groups of people, what will happen when the people begin to return to work at the offices? Another would be despite parents working from home, will these adults have enough time to schedule playing time around their own children's school schedule? The hope would be that families start playing these games during these times and fall in love and continue to play regardless of current events.