# Abstract

[write at the end]

# Introduction

[set the scene, contextualise my project]

## Overview

What is my project?

## Audience

Who is my project for?

## Purpose

Why have I made this?

# Background

## Project background

Video games are more popular than ever, with over 40 million players in the UK in 2021. (Statista Digital Market Outlook, 2021) Over 50% of UK gamers play online (Ofcom, 2019), and 60% reported increase in online gaming due to COVID-19 (Simon-Kucher, 2020). Multiplayer games are a social experience, and while historically associated with violence and antisocial behavior, new research is revealing that gaming together can also enhance emotional intimacy in romantic relationships. (Miyaji, 2019)

Collaborative, cooperative games are a good example of multiplayer games having positive impacts on players. The importance of cooperative play has long been discussed in psychology, outlined as a key stage of socialization characterized by an infant’s *‘emerging ability to infer others’  
intentions, feelings, and thoughts, and to accommodate play to a peer’s mental states as well as to a peer’s overt behaviour’.* (CA Brownell, 2002). Additionally, Stapel’s 2005 study showed that collaboration activated a focus on the similarities between participants’, rather than focusing on their differences as they did when faced with competitive tasks. (Stapel DA, 2005)

When appropriately designed with understanding of both the psychology of collaboration and the design of play, co-operative games can provide a space for players to work together and improve their relationship.

## competitor analysis

Other games on the market 5,759 next

## Objectives and deliverables

What I aim to make for this project

## Functional requirements

Backlog style list of things to make to make this project a reality  
Method of Approach  
Issues and considerations  
Project Management  
Implementation  
End Project Report  
Project post mortem  
References