Computing Project

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# Section 1 -Analysis

## Problem Definition

As the gaming industry advances games are becoming increasingly demanding on the user’s systems with games each year requiring more and more computing power to process as the prices of high-end hardware inflates due to increasing demands. It is my fear that many would miss out on the opportunity to experience videogames as a medium for both entertainment and storytelling.

It is with these issues in mind that I propose to make a game that is not very systematically demanding with simple but fun, and refined gameplay mechanics.

## Stakeholders