

Cloudflare Workers for Gaming

After doing research on the game development market and what Cloudflare Workers is today. I Believe that to successfully launch and make Cloudflare Workers for Gaming popular amongst game developers, it needs to offer development for pc and mobile platform games as well as reaching an audience of beginners and expert game developers.

I believe that having Cloudflare Workers for Gaming offer development for both pc and mobile platform games will make it popular among game developers of all levels because with “Faster and cheaper smartphones and tablets, the spread of wireless internet, and popular mobile games such as Candy Crush have created a new generation of casual players...” (Mohamed, 2019). With an increased amount of people playing mobile games, there will be game developers who want to create games for that audience of gaming. If Cloudflare Workers were to offer mobile game development as well as pc game development it will surely increase in the amount of developers using it.

I know that Cloudflare workers lets you write in JavaScript, Rust, C, and C++. I feel that adding python as an available language to use in Cloudflare Workers for Gaming is a good idea because python is a very easy language to learn. This makes it appealing to newer more inexperienced game developers. As a college student that has friends and family from other Universities, from my experience and what others have told me, professors start off teaching python programming language in the beginning classes. With python being easy to learn as well as easy to understand, Cloudflare Workers for Gaming will be able to be marketed towards a new audience of game developers, “the beginners” and the more experienced developers, which will increase the amount of game developers using the platform.

Before the release of Cloudflare Workers for Gaming, there are things we can improve on with the features introduced. I would recommend making the mobile game development available for both android and ios apps. Making this improvement would make the game development platform more useful to creators who want to publish the app that they created on both android and ios app stores.

The measure of success of Cloudflare Workers for Gaming would be the amount of people who use it as well as the feedback they give. Having a lot of people using the platform would show that the product is successful, because so many people are willing to use it to create games. I believe that success is not only measured by having a lot of people use the platform, but also how many people like it. With game developers giving good reviews about Cloudflare Workers for Gaming, they will be willing to recommend it to more people. Overall, to measure the success of Cloudflare Workers for Gaming I would say is the amount of game developers using the product as well as a large amount of them giving positive reviews on different sites or articles.

Risk that might lead to the product's failure would be, having a platform that is not user friendly. Even with all the features mentioned above added, if the product and how it interacts

with the user is not user friendly, it will most likely not be as popular as other game development platforms. However, this risk can be fixed easily, through beta testing where we can give this product to the public to test and with their feedback make Cloudflare Workers for Gaming more user friendly.

References

Mohamed, T. (2019, July 29). 5 ways the video-game industry will change in the next decade | Markets Insider. Retrieved from <https://markets.businessinsider.com/news/stocks/5-ways-the-video-game-industry-will-change-in-the-next-decade-2019-7-1028394586#new-players4>