We designed a game box that contains a small number of games that are contained in an executable for the user to launch. We plan on having the gamebox only be compatible with OS X, Windows 10.The game would go through the installation process whenever an OS is booted up for the first time and create a desktop shortcut, the program would also be compatible with most variations of Linux but would have to be downloaded via our website. This would eliminate all user error for the installation of the program and allow the user to use the program through a desktop shortcut. On launching the program, it would look for updates if connected to the internet, and if found would update and then launch into the terminal and present the user with the in-game menu. By having the game auto update, it eliminates user error that would happen with the user not knowing how to manually update an application and would result in it being controlled by the developers exclusively. The program will come with a separate repair option that will detect if a change has been made to the source code and will reinstall itself after being confirmed by the user.

Our targeted market for the game is younger kids looking for simple games to be played on a computer or for older kids that are interested in basic terminal inputs and outputs. We believe that the games are simple enough to be played as a form of entertainment for kids that are just being exposed to computers and we believe the game have enough functionality to be able to teach the older users the basics of terminal inputs. We would allow the source code for the game to be viewable so that the older users can look “under the hood” to see how the game is functioning corresponding to their inputs. We wanted simple games that could be enjoyed by everyone but also be an avenue for those that wished to get deeper into programing or were looking for a place to start. The conclusion that we came to was a program that allowed the user to develop an understanding of the connection between the program and the terminal. By making the source code viewable to the user it allowed them to be able to see how the games worked. We also covered the issue of the user editing the files by simply adding a repair option to the game itself.

Since our program was designed to be a simple game chest that was installed on startup, we didn’t have to worry about the cost of creating disks for the program or any subscription service. We only had two major expenditures in regard to deploying the program, those being the contracts with both Apple and Microsoft and having to pay for our website so that Linux users could download the game box program to their computers. Overall the biggest expenditure would be the contracts with Microsoft and Apple for getting our program on those specific OS installations.