Device: I plan to have the game played on a computer and not a console, so any computer capable of running a game through pygame will be enough. The reason I’m not porting my game to console is because it is beyond the limitations of my time and capabilities for this game. This is because I am unaware on how to port it to console in the first place, getting the game onto the store costs money and I would have to spend extra time programming more stuff like controls and the menu functionality. The device running my game will need a varying amount of memory, for the windows computer I am typically running it on, they both have 16 GB of ram and use about 8 actively, but if my game was ran on a less intensive OS like Linux, it may need less ram.

Controls: I am going to code the game such that the main way of playing it is on a qwerty keyboard. This is because it is the standard in my country, and I don’t plan for people outside the country to play my game in the first place. The reason the controls will be specific to a qwerty keyboard is because some keyboards have the keys that I am using for movement in different places. Among the other binds. A mouse isn’t going to be necessary as

Display: My game has code that will auto fit the game to the resolution of the monitor, this means that theoretically it could be played on a monitor any size but for playabilities sake, I intent to have my game played on a monitor that is equal to or above 720p. This is so my game is at high enough of a resolution to be visibly good looking.

OS: As my game will be ran through a code compiler or an ide like visual studio, the computer will need an OS capable of running the necessary software. This will work on Windows as it is the OS the game is built on, but others like Linux and MacOS should be able to run it as well, assuming they can get the correct software. I am slightly unsure on what will be able to run my game other than windows as I am unexperienced with them and I am unaware of their capabilities beyond some basic knowledge from friends who use them.