Topic: Gaming for the Non-Gamers	Author: Kenneth R. Aponte	Date: 08/25/2021

Problem Background

- Non-gamers at times feel the need to play video games with their fellow friends / family members but feel discouraged or lost as to what they can play.
- Skill-based games make it harder for such individuals as these are hard to learn at first with the added problem of constantly playing to improve or at least have a chance at winning.
- Unexperienced players who've had the need to reallocate time or prioritize other tasks feel that they will be unmatched in such high, skill-based games if they play less often.

Target

The goal to achieve is to help non-gamers select games regardless of skill such that anyone can have fun at times without feeling that one does not have the necessary skills or is unmatched. Moreover, removing the time constraints that other competitive games require will also be an objective.

Causes

Countermeasures

- A resource in which users can "hop in" and play various types of games at any time without the need to download any games on their computer. This saves time as users will have no worries in terms of download and or update times.
- Making gaming easy and accessible to anyone by adding clear instructions, to avoid excluding any users due to minimal or lack of computer skill.
- A mix of commonly known games which require little to no skill and/or includes some amount of luck to it. Some of these could be rock-paper-scissors, tic-tac-toe, connect-4, Blackjack, checkers, et. al. This avoids the problem of players feeling discouraged due to lack of play time since playing these more often do not improve one's skills significantly.
- A game mode where the mentioned games alter randomly, such that players will have no idea as to what game they will play next. This apart from adding a fun factor to it avoids the issue of players sticking to a single game to improve their skills in any way.

Check/Evaluate

- A key factor to success is the frequency of user engagement. With this one can confirm that such tool is indeed bringing in new players and that it is an attractive new concept.
- Apart from this, the amount of time players spend on the platform will be an additional criteria to consider, as a lower time spent will imply that one is attracting the right (target) audience.
- To further verify the concept, one can check if users who play more often don't necessarily contain a higher win/lose ratio, to confirm that more time on the website playing these games will not necessarily improve your skills.

Act/Standardize

- With the completion of this project, one will gain experience and insights as to how a publicly available service is developed providing knowledge that can be used in any other domain.
- Members of the team will have hands-on experience with the software design process and all its phases providing an open mindset.
- To ensure the project's success one can provide the players with additional games and utilize user feedback to improve ease of access, playability, and other features.
- The ideas used in this project can be applied and used in other concepts such as movies, series, books, and other sources of entertainment with the main idea that many things are designed to increase time usage.