CS/INFO 4154: Analytics-driven Game Design

Class 17: 

Alpha Playtesting 3
Beta Prototype

- Requirements
  - Attempt to address feedback from Alpha
  - *Smooth progression* of eight* tasks
  - Tutorials
  - Basic logging: record *some actions*

* Negotiable; “task” definition depends on your game
Please sign in!
20 minute activity

1. Team 1: Show Team 2 your game
2. Team 1: Discuss two key design problems
3. Team 1: Report playtesting results (incl. survey)
4. Team 1: Discuss possible solutions
5. Team 2: CRITIQUE Team 1’s solutions!
6. Team 2: Offer your own solutions
7. Repeat, swapping Team 1 and Team 2