

# CS/INFO 4154:

## Analytics-driven Game Design

Class 17:

Alpha Playtesting 3

# Mon

# Wed

# Fri

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10/2

Alpha Postmortems

10/4

Logging

10/6

Data Visualization

10/11

10/13

Beta Playtesting

# Beta Prototype

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

\* Negotiable; “task” definition depends on your game

# Please sign in!

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# 20 minute activity

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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**