CS/INFO 4154: Analytics-driven Game Design

Class 17:

Alpha Playtesting 3
Beta Prototype

• 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!
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**