CS/INFO 4154: Analytics-driven Game Design

Class 23: Beta Postmortems
Mon | Wed | Fri
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10/18 Beta Postmortems | | 10/20
10/19: Midterm Peer Evaluations Due
10/23 | 10/25 | 10/27 Friends Release
Please sign in!
Friends Release

- Requirements
  - *Smooth progression* of nine* tasks
  - Tutorials
  - Music
  - Sound
  - Logging

* Negotiable; “task” definition depends on your game
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. data)
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**