CS/INFO 4154:
Analytics-driven Game Design

Class 28:
Friends Release 2
10/30 Friends Release 2

11/1 Friends Release 3

11/3 A/B Testing 1

Friends Release Report due 10:10am

11/6 A/B Testing 2

11/8 A/B Testing 3

11/10 Newgrounds Release
Friends Release Report

- Instructions on website
- Due BEFORE CLASS by 10:10am on Friday 11/3
Example State Transition Diagram

- Start State
  - 25.4% to Player on Platform 2
  - 15.1% to Player on Platform 1
  - 0.8% to Restart Level
  - 0.8% to Quit Level
  - 40.5% to Win State

- Player on Platform 1
  - 12.7% to Start State
  - 3.2% to Quit Level

- Player on Platform 2
  - 3.2% to Start State
  - 0.8% to Quit Level
Please sign in!
Today

Please be doing one of these things:

- Spamming your friends and family
- Playing other games
- Observing people play your games
- Giving feedback to other teams
- Receiving feedback from other teams
- Discussing your game with your group
- Signing the sign-in sheet
- Working on Friends Postmortem Report