CS/INFO 4154: Analytics-driven Game Design

Class 11:

Alpha Playtesting 1
Mon

Wed

Fri

9/21
Alpha Testing 2

9/19
Alpha Testing 1

9/28
Incentive Structures

9/26
Difficulty

9/24
Alpha Testing 3

Wed 9/26 @ 11:59pm: Alpha Report
Today

Please be doing one of these things:

- Trying other games
- Helping people try your games
- Giving feedback to other teams
- Receiving feedback from other teams
- Discussing your game with your group
- Working on your game
- *Signing the sign-in sheet*