CS/INFO 4154: Analytics-driven Game Design

Class 6:

Converging
Fri 9/7 @ 2pm: Game design document

- 9/7: Converging
- 9/10: Nobody Reads and Nobody Listens
- 9/12: Discoverability
- 9/14: Learning Progressions
- 9/17: Playtesting and Bias
- 9/19: Alpha Testing 1
- 9/21: Alpha Testing 2
Today

Please be doing one of these things:

• Selecting an idea
• Asking for advice
• Working on Game Design Document (due at 2pm)
• Working on Alpha Prototype (due 9/19)
• Signing the sign-in sheet