

Dev Diary 5

Professional Practice for Game Design – CMP4271

Data analysis for game development

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By

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5.1 Premise

We were tasked with gathering feedback so that we could create a report showing our findings on what play testers thought of a game, including how they believed the game could be improved and what was done well and we could implement more of.

We then had to turn the data into a representable graph unfortunately due to the limited time frame and the lack of people partaking in the questionnaire sent out we were unable to form any quantitative data we were however able to get a clear view into what a select few people thought.

Using this qualitative data, we were able to judge that for most people the typing speed for the game was too slow and would benefit from either increasing it as a whole or introducing difficulty levels which determine this.

5.2 Material’s

Microsoft Forms – This was used to create the feedback questionnaire that was sent out electronically for people to fill out with corresponding link - <https://forms.microsoft.com/Pages/ResponsePage.aspx?id=VeArfoqCI0W15bd62ZOXhXCP0pqnBWZOrvHYn80jSsRUMjk4UVQ2M0VZOUQ2SFk0WFpXMDFLTEtRNy4u.>

Kongregate – This is the website that the game was found on and here is the link to the game that we were requesting feedback for - <https://www.kongregate.com/games/ascott/typing-of-the-living-dead.>

Google slides – this was used to create a presentation that we later used to present our findings to a group of our peers to display the feedback we received.

5.3Play testing

We performed both internal and external play testing whilst also giving the game feedback however this was later deemed unnecessary as we realised that the information that we provided would have been biased and was then later removed.

The internal playtesting proved that the games functionality could prove as a good basis for a game idea and genre however we needed other people opinions to prove this theory.

Our external play testing proved that whilst also giving us an insight into how to adapt the game using different difficulty levels to increase the speed the player is typing and what elements could be changed or implemented to further increase on the gameplay.

5.4 Teamwork experience

I worked in a group with two others these people were Spas Spaov and Steven-Edward Smith this made gathering our findings and collating them into a readable statistical format, the reason this was done was to make an easily presentable chart in which we could explain our research in a numerical value to our audience.

5.5 Reflection

I have learned that rather than just using online forms in hopes of getting a response that it is best to speak to others individually to gather more responses in a timely manner, I have also noted that using long text responses is not ideal as multiple people are able to give the same feedback in multiple ways.

I should instead use a linear scale line to determine this or another more efficient format meaning that the data will me more quantitative and less qualitative, this will be so that I can direct attention to features and bug fixes that most people want or experience rather than what the minority of people want out of the projects and thgitere lifespans.