## CHIN370 Assignment 2 Writeup

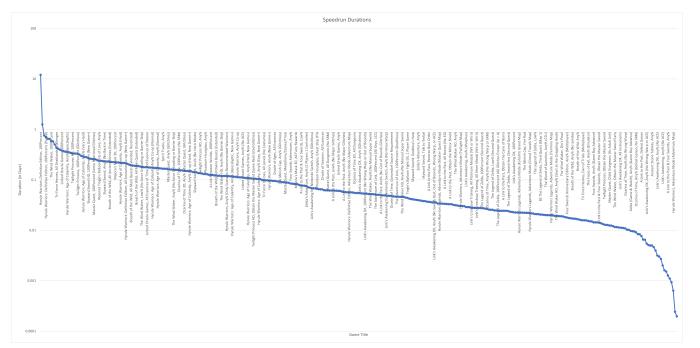
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For this assignment, I chose a page from the *Legend of Zelda* wiki that lists the top runs in each speedrun category for every *Legend of Zelda* game on *Speedrun.com*. The data was split up into multiple tables, one for each game. My goal for this assignment was to take all of the speedrun categories from all of the games in the series and create a spreadsheet in order to analyze how the speedruns from each game compared to one another. I chose the *Zelda* series because of the large number of both mainline games and spin-off games, allowing for a larger variety of games represented in the data, while still being united under a franchise and a large speedrun community.

I noticed a few things once I had the spreadsheet completed. Runners for these games often showed up in multiple categories, almost all of these runners' world records were in one game. If they had world records in multiple games, it was usually in two similar games, like the runner Temchee who holds records in *Hyrule Warriors: Definitive Edition* and *Hyrule Warriors: Age of Calamity*.

I also learned a lot from the length of these speedruns. Some categories, especially ones that required 100% completion, took the longest. The very longest speedrun, by a wide margin, was the 100% run for *Hyrule Warriors: Definitive Edition*, which took 288 hours, or twelve days. The bulk of runs tended to take anywhere between half an hour to four hours. The short end of the runs is dominated almost entirely by Any% runs, which typically exploit bugs in order to reach the credits screen as fast as possible with no other requirements. There are 26 Any% runs that are under 20 minutes, with 9 of them being under 5 minutes. This shows how popular *Zelda* games are for speedrunning because it typically takes a large, dedicated community to find exploits effective enough to reduce the run time significantly.

If I were to continue this project, I would want to look at more games and more speedrun categories. If I could find Fandom pages were similar formatting to the one used here, it would be relatively simple to adjust the regular expressions used. If I used a different source, like Speedrun.com directly, it would take significant work to adjust the regular expressions. Overall, I feel that this source was relatively easy to work with, but if I wanted to obtain more data, I would have to look elsewhere.



This chart shows the runtime of each speedrun, in log scale.

## Reference

Speedrun Records (2023). Zelda Wiki. <a href="https://zelda.fandom.com/wiki/Speedrun\_Records">https://zelda.fandom.com/wiki/Speedrun\_Records</a>