Charlie Ansell – K00203841

4th year project proposal

# Introduction

My idea for my 4th year final project is something that is now becoming more of a norm in the gaming industry, I am proposing to develop a data analytics library to assist in the development of a companion app for a video game to track user stats while they play the game, these details will then be shown to the user through the mobile device so they can continue to view there stats while they are playing the game and also while they are not playing so they can keep a digital track of their game data wherever they are.

# References

<https://gameanalytics.com/blog/maximizing-the-value-of-player-data.html>

#### an article by [**Jacqueline Zenn**](https://gameanalytics.com/author/jacqueline-zenn)

Content Crafter at GameAnalytics

This article talks about the importance of player data and telemetry in the context of video games, and how data collection is an ongoing process telemetry is one of the major fundamentals of data analytics. Telemetry is the process of gathering data over time in the video game. This is also how I envision my library to work by aiding the developer in collecting game telemetry in a more efficient way than clogging up classes with code to do so.

<http://gamestudies.org/1101/articles/medler>

#### an article by **Ben medler**

This article discusses what type of player data should be captured from a game and what data would be most useful in terms of player data. Ben discusses about data driven reporting tools based solely on player data which is something I am going to look at with my project.

# 

# Project Goals

The goals of this project as I envision it is to have a library that can be used to help a developer create their own companion app. Once the library is complete then the application will be able to view the stats that the player can collect.

I would like to have a fully working library that can be used in any game that can collect stats so that the developer can choose what stats get recorded and which do not need to be recorded.

# Major Features

The library that I develop will be able to plug into a game and record certain details about how the player behaves in the game and to record what stats they collect throughout gameplay.

The companion app that I will develop will collect all of the values collected through the library and will be displayed so the player can see their stats without shying away from the console.

The project will use a cloud database to store these pieces of data in, I can then collect this data through the use of the companion app.

The companion app will be developed through Android studio and the library will be developed through C# so that it can be plugged into a Unity game.

The game that I will be using to demo the library and companion app will then be completed in C# using the unity engine, it will be a 3D game.