Week 8 Status Report

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1. Progress made:
   1. Added more features to player windows & market windows
   2. More internationalization bug fixes
   3. Implemented tech
   4. More work on combat GUI
   5. Added panel details for other civilizations
2. Next week progress plan
3. Code coverage is at
4. Approximate lines of code per team member:
   1. Spencer:
   2. Chris:
   3. Josh:

Fun Metrics Overview:

For our first fun metric, we would measure the number of times the game is played per month. This is valuable for a couple reasons, but the interpretation of it is based on other metrics as well. First, this metric would tell us how popular the game is and how much the player base is growing. If the number is high, then we must be doing several things right, and the players are enjoying the game overall. If the number is low, then perhaps the game has some bugs that need fixed or the game is too long to play to be enjoyable. It could also correlate to the amount of advertising we’ve used to market the game. With not very much advertising, not many people would know about the game or would be drawn toward it. This is a useful fun metric to have, but the most accurate interpretation of it would require additional metrics.

Our second fun metric is the number of games that are completed in full. If our game does not have very many major bugs, then this number will tell us how enjoyable the game is to the users. If the number is low, it could be that the users aren’t feeling that it is worth their time, or that the game is just too long to play. We would probably have to revise the game if this were the case.

The third fun metric would measure the number of ways to win and how many wins each of the ways has. This is important because it tells us what features the players prefer and what features they tend not to use or enjoy. If the wins are evenly distributed, then there’s a good mix of players that enjoy winning each of the different ways. If the results are lopsided, then one or more of the ways to win are not being used as much as expected. If this is the case, then either the way that has the most amount of wins needs revised (perhaps it is too powerful or easy to win), or the less-popular way to win should be removed from the game so as to make the game simpler and to please the players.

Our fourth fun metric is the victory progress for all the conditions. Eventually, each player makes a choice of what journey they want to take in order to win the game, whether this is by combat, culture, etc. This metric would measure each player’s progress in their journey choice, so we can see if the game is still too lopsided towards one way to win or if each of the ways to win are pretty even. We would want them to be relatively even. This metric would only provide useful information after the players have played the game for a decent amount of time (they won’t make their choices until later in the game).

Lastly, our final fun metric would be the number of battles per game compared to the overall victory condition. Combat is a big portion of the game (especially later in the game), so we want to check to see how many battles there are, and what the final victory condition was. If the combat never influences the victory result, then we probably need to boost the effect that winning battles has. If the relation is split up among the various victory conditions, then it is behaving like we want it to. Also, we don’t want combat to be too powerful, so if all the victories are based on battle victories, then we should consider toning down the effect that combat has on the overall game. We are going for the good balance.