

DRMBM remake research questions



I am a computer science student who is making a remake of Dr Robotnik's Mean Bean Machine for a coursework project. This form represents part of the research that will be

1. Have you played Dr Robotnik's Mean Bean Machine before?

- ☐ Yes
- ☐ No
- ☐ Other Puyo Puyo game

2. Which modes in DRMBM are you experienced with and enjoy using?

- ☐ Scenario mode
- ☐ 1P VS. 2P mode
- ☐ Exercise mode
- ☐ Other

Structure

This project is intended to both remake the original game in it's purest form, apply enhancements to it, thus the game will be split into two modes, that will from now on be referred to as "Classic mode" and "Enhanced mode". Classic mode is intended to be an exact recreation

3. Consider scenario mode's password feature. Enhanced mode will allow the player to use save files that store additional data such as score, times and replays. What do you believe is the best way for the password menu to be implemented?

- ☐ Classic mode will use the same passwords from the original game in their original form, taking you to a level but not restoring data such as score
- ☐ Classic mode will generate new unique password that stores a hidden save file, so that the user is still required to use a password, but this password restores data such as score when used
- ☐ The password menu should be entirely replaced by save files in both modes

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4. What is your opinion on scenario mode's difficulty?

- ☐ Harder modes should be added to challenge more difficult players
- ☐ Easier modes should be added to help new players
- ☐ The difficulty options should remain the same in scenario mode, more customisable opponents should be available in a separate "training mode" in enhanced mode
- ☐ I don't believe any changes should be made
- ☐ Other

5. The original game uses the OPP ruleset for scenario mode, the main difference being that garbage cannot be cancelled. What do you believe is the best configuration of rulesets?

- ☐ Classic mode scenario mode should use the OPP ruleset to recreate the original game and Enhanced mode should allow the user to choose before starting a save file
- ☐ OPP was broken anyway, force Tsu in both modes!
- ☐ Force OPP for scenario mode in both modes and allow players to choose Tsu when creating custom games

6. Do you have any other additions or comments regarding scenario mode?

7. While ambitious, the plan is to eventually include online multiplayer in the game for enhanced mode. Which of the following modes would you be interested in using?

- ☐ Customisable private rooms that you can invite other players to
- ☐ Customisable public rooms, given in a listing that anyone can join
- ☐ Ranked multiplayer, with a rating system
- ☐ A super lobby (i.e. 20+ players)
- ☐ Other

8. When considering the Has Bean and Big Bean bonuses in exercise mode, which of the following statements do you agree with?

- ☐ Has Bean and Big Bean should be toggleable when playing exercise mode in enhanced mode
- ☐ Exercise mode attempts using Has Bean and Big Bean should use a separate leaderboard
- ☐ Has Bean and Big Bean should always be forced in exercise mode since they are part of the game mode, and should be toggleable when playing custom games

9. In DRMBM, the score counter is capped at 99,999,999, and the puyo counter is capped at 9,999. In the original game, these counters froze on the event of a max out. How do you think a max out should be handled?

- ☐ In Classic mode, the counter should freeze, in Enhanced mode the counter should physically expand to accommodate more digits
- ☐ The counter should always freeze
- ☐ The counter should always expand
- ☐ Other

10. As part of the project's requirements, I am going to include an online leaderboard. What stats do you think should be available as a leaderboard?

11. Enhanced mode will allow the game to support a 16:9 aspect ratio. What do you believe should be used to fill the space?

12. Below are other features that I plan to implement into Enhanced mode. Rate their importance.

	I actively dislike this	Would be nice to have, but not needed	Should be included in final release	Critical, prioritise this!
Custom texture support	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Custom handling settings	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Custom resolutions (any aspect ratio)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Allow for custom AI and bots	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Simple modding API, mod installation built-in to the game	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

13. Put any other suggestions, features or comments you have here