Workshop 2019-04-18

Questions

#1. What data should be available for the user?

* Amount for each user per turn/last turn?
* Amount in the pool, regenerated amount each turn?

#2. Communication aiming to find a mutual extraction amount?

* We need a new window for this.
* On/off veta om man pratar med en bot eller mska.
  + Trust kan skilja

#3. Evaluation,

* What to look for, what could be of interest?
* Number of participants for data saturation? 5-15 groups.
  + Start with 5 and then go from there.
  + Specify a few types, just like in the experiments.

Rewirte: 1-4 players, kanske till och med flera

Result from semi-structured interview to elicit requirements using an early prototype

#1. Current limitation is one human and three bots per game.

* Request
  + It would be desirable to be able to be flexible with group composition.
* Consequence:
  + Need to find a matching strategy for grouping of human players
  + Need to add a time-limit for each player to complete each turn.
    - This might have an impact on data quality. Some turns might be missed. Should the game continue, or should it be prematurely ended. Should the player be replaced with a bot?
  + Need to rewrite some of the server logic

#2. Current limitation is 10 concurrent games, all with same settings (random selection of bot-personality)

* Request
  + Unlimited number of concurrent games
  + Be able to edit settings for a group of games
* Consequence
  + Need to distinguish groups of games with an ID.
  + Need some kind of Admin-GUI to set up a group of related games (see #3)

#3. Current limitation is all games have same setup.

* Request
  + Be able to set bot-personality distribution within groups.
  + Be able to set flags for
    - Visible for player if participants are bots or humans
    - To be completed…

#4. GUI

* Request
  + Other users withdrawals from the pool should be hidden
  + No information should be given to the user about how much resources was withdrawn last round and how much resources was replenished.
* Consequence
  + GUI will be redesigned
    - Only current stock size will be displayed for the user.
    - Diagram of replenishment principle will be visible at all times.

#5. Communication

A GUI for communication between participants will be developed. Communication should be visible for all participants, during the entire game. Game must keep track of game turn for when the communication took place.

#6. Data

* Request
  + Data should be stored for each turn.
    - Each players individual takeout per turn
    - Communication between players per turn
    - Stock size per turn
  + For evaluation each human player needs to be categorized based on bot-attributes.
* Consequence
  + Need to develop data persistence. Preferably serialized into a readable format.

Fixa sss och skicka

Kolla texter och se att de är OK, skicka

Stock, cooperation , individual takeout and communication