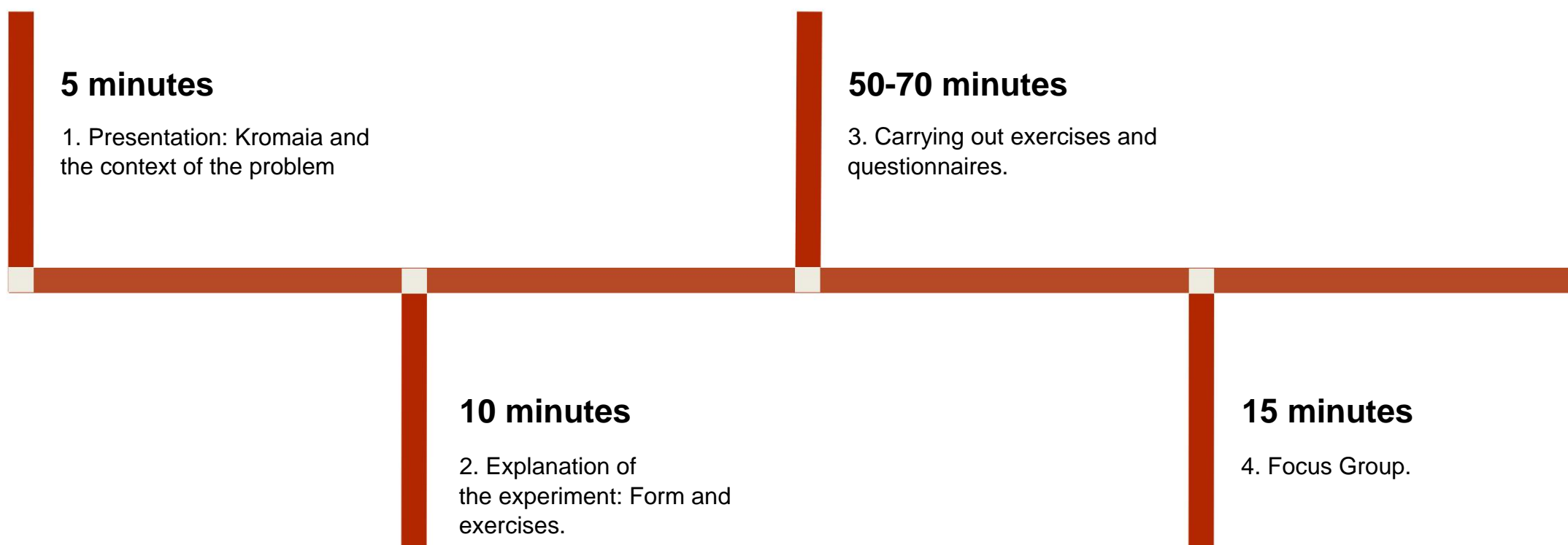


Boss Generation for Kromaia

SVIT

Saint George University

Session organization



KROMAIA

Frenetic and colorful space shooter for PS4.
In each level the player explores a 3D space environment with his ship, destroying enemy 'BOSSSES' and dodging their attacks.

*A frenetic and colorful space shooter for PS4.
In each level the player explores a 3D space environment with his ship, destroying 'BOSSSES' enemies and dodging their attacks.*



KROMAIA

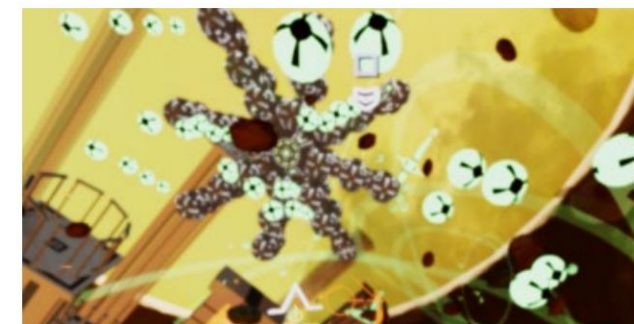
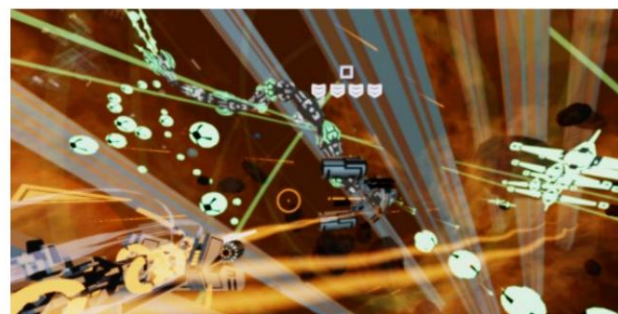
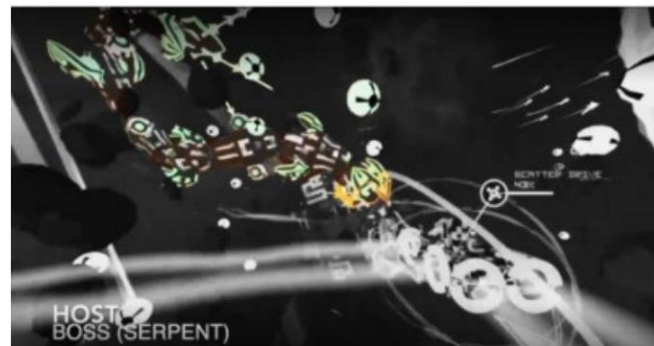
Content generation

From existing bosses and stage elements, new bosses can be generated.

We want to evaluate different boss generation techniques within the Kromaia universe regarding the quality perceived when playing against them.

From existing bosses and scenario elements, new bosses can be generated.

We want to evaluate different boss generation techniques within the Kromaia universe with regard to the perceived quality of playing against them.



Experiment

1. Information about the experiment (5')

Experimental information

TASK SHEET - Experiment - Content Generation for Kromaia (ORIGINAL)

Título del experimento: Evaluación empírica del contenido de software de videojuegos desarrollado bajo diferentes enfoques

Investigador Principal: Alicia Domingo Horta: 676100014 mail: adomingo@uclm.es

Centro Grupo de Investigación SITT, Escuela de Arquitectura y Tecnología de la Universidad San Jorge

- Queremos evaluar diferentes métodos para desarrollar proceduralmente software para videojuegos.
- El experimento consiste en evaluar la calidad de elementos de un videojuego (bocetos finales) realizados utilizando diferentes técnicas. El entorno de pruebas se el de diferentes escenas de un videojuego comercial, Kromaia.
- En el experimento se evalúan diferentes métodos, en ningún modo se evalúa al sujeto participante.
- La actividad no se evalúa (no se la evalúa) y la no participación en el experimento no afectará negativamente en su calificación en ninguna materia. Tampoco recibirá compensación económica alguna.
- Durante el experimento, completará un cuestionario demográfico, evaluará varios bocetos y participará en un Focus Group. En cada evaluación, jugará con el boceto a evaluar y completará un cuestionario sobre la experiencia. El cuestionario se entregará y la participación en el Focus Group se realizará.

ENGLISH

Title of the experiment: Empirical evaluation of video game software content developed under different approaches: procedural content generation and procedural content transportation.

Principal Investigator: Alicia Domingo Horta: 676100014 Email: adomingo@uclm.es

Center/Department: Grupo de Investigación SITT, Escuela de Arquitectura y Tecnología de la Universidad San Jorge

- We want to evaluate different methods to procedurally develop software for videogames.
- The experiment consists of evaluating the quality of elements of a videogame (final bocetos) made using different techniques. The test environment is that of different scenes of a commercial videogame, Kromaia.
- In the experiment different methods are evaluated, in no way is the participating subject evaluated.

2. Demographic questionnaire (10')

Demographic Questionnaire

CUESTIONARIO DEMOGRÁFICO / DEMOGRAPHIC QUESTIONNAIRE

2. Edad / Age

*

Escriba su respuesta

3. Experiencia profesional / Professional Experience

*

☐ Estudiante sin experiencia profesional / Undergraduate without professional experience

☐ Estudiante con experiencia profesional / Undergraduate with professional experience

☐ Titulado con experiencia profesional menor a 2 años / Graduate with less than 2 years of professional experience

3. MATERIAL AND INSTRUCTIONS BASICS OF THE GAME (10')

MATERIAL AND BASIC GAME INSTRUCTIONS

DEVICE: DISPOSITIVO: PATÓN + TECLADO

SENSITIVITY: SENSIBILIDAD: 25%

PITCH UP: CABECER ARRIBA: (←) EJE Y DE PATÓN

PITCH DOWN: CABECER ABAJO: (→) EJE Y DE PATÓN

YAW LEFT: GUAÑADA IZQUIERDA: (←) EJE X DE PATÓN

YAW RIGHT: GUAÑADA DERECHA: (→) EJE X DE PATÓN

ROLL LEFT: ALABO IZQUIERDA: Q

ROLL RIGHT: ALABO DERECHA: E

ACCELERATE: ACELERAR: W

DECELERATE: DECELERAR: S

BOOST: TURBO: ESPACIO

STRAFE UP: DESPLAZAMIENTO ARRIBA: (+) EJE Z DE PATÓN (PUEDE)

STRAFE DOWN: DESPLAZAMIENTO ABAJO: (−) EJE Z DE PATÓN (PUEDE)

STRAFE LEFT: DESPLAZAMIENTO IZQUIERDA: A

STRAFE RIGHT: DESPLAZAMIENTO DERECHA: D

PRIMARY FIRE: DISPARO PRIMARIO: BOTÓN IZQUIERDO DE PATÓN

SECONDARY FIRE: DISPARO SECUNDARIO: BOTÓN DERECHO DE PATÓN

OPTIONS: OPCIONES: Esc

0-CONTROLES

1-ENTRENAMIENTO

2-ORIGINAL

3-

4-

Content

Launcher

4. Evaluations (x3)

Vermis

Technique 1

Technique 2

Evaluations x3 (15' approx)

1. Time (10-15')

Tiempo 1 / Time 1

10. ¿Qué hora es? (hh:mm) / What time is it? (hh:mm) *

Escriba su respuesta

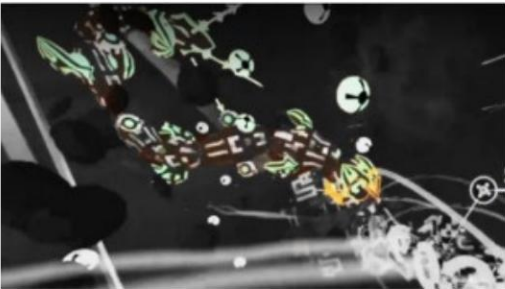
3. Time

Tiempo 2 / Time 2

11. ¿Qué hora es? (hh:mm) / What time is it? (hh:mm) *

Escriba su respuesta

2. Play testing



14. Este cuestionario le ofrece la oportunidad de expresar su opinión sobre el contenido del videojuego que ha jugado. Los posibles valores de la puntuación van de:
1 = Totalmente en desacuerdo, hasta **7 = Totalmente de acuerdo**

*This questionnaire gives you the opportunity to express your opinion about the content of the video game you have played. The possible score values are from:
1= Strongly disagree to **7= Strongly agree** **

	1	2	3	4	5	6	7
1. El boss está perfectamente integrado en Kromala/ The boss is perfectly integrated in Kromala	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. La dificultad del boss la considero alta / I think the boss difficulty is high.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. En ningún momento quise rendirme mientras me enfrentaba al boss / At no time did I want to give up while facing the boss.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. Quiz

Number of games /
Number of games

Number of games
won (boss eliminated) /
Number of won games
(boss eliminated)

Now it's your turn!

FORM

• You each have a letter A, B.

• Choose Link to a form based on the letter.

How to access the form?

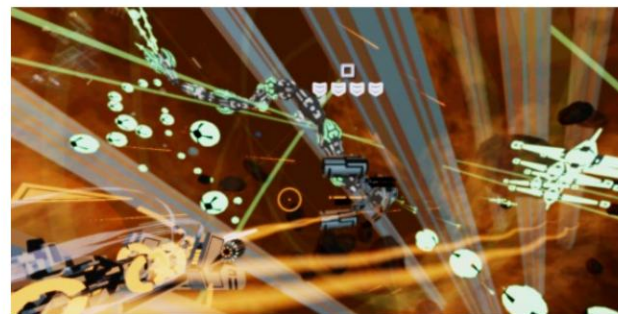
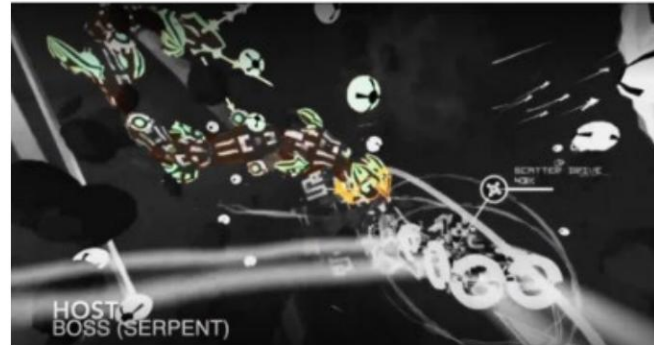
• PDU of the subject or Chat of the session

TEAMS

KROMAIA

Content generation

Which Technique
is better?



Focus Group (15' approx)

QUESTION 1: Do your results match those of the simulators?

QUESTION 1: Do your results match those of the simulators?

QUESTION 2: Do you think there is an objective way to measure which is the best boss? which is it?

QUESTION 2: Do you consider that there is an objective way to measure which is the best boss? which one(s)?

QUESTION 3: Do you consider it necessary to have a specific profile to be able to evaluate the quality of a video game?
Which?

Does it depend on the phase of video game development you are in (design/
implementation/testing/deployment/maintenance)?

QUESTION 3: Do you consider it necessary to have a specific profile to be able to evaluate the quality of a video game?

*Which one? Does it depend on the development phase of the videogame you are in (design/
implementation/ testing/ deployment/ maintenance)?*

QUESTION 4: Do you consider that the questionnaire you have carried out takes into account the profile of the subject who completes it?

*QUESTION 4: Do you consider that the questionnaire they have made takes into account the profile of the subject who
complete it?*

FINAL Have you noticed a difference between the content generated by the two applied techniques?

FINAL Have you noticed any difference between the content generated by the two techniques applied?

Focus Group

QUESTION 1: Which technique do you think is best?

Do your results match those of the simulators?

QUESTION 1: What technique do you think is best?

Do your results match those of the simulators?

Focus Group

QUESTION 2: Do you think there is an objective way to measure which is the best boss? which is it?

QUESTION 2: Do you consider that there is an objective way to measure which is the best boss? which one(s)?

Focus Group

QUESTION 3: Do you consider it necessary to have a specific profile to be able to evaluate the quality of a video game? Which?

Does it depend on the phase of video game development you are in (design/implementation/testing/deployment/maintenance)?

QUESTION 3: Do you consider it necessary to have a specific profile to be able to evaluate the quality of a video game? Which one?

Does it depend on the development phase of the videogame you are in (design/ implementation/ testing/ deployment/ maintenance)?

Focus Group

QUESTION 4: Do you consider that the questionnaire you have carried out takes into account the profile of the subject who completes it?

QUESTION 4: Do you consider that the questionnaire they have made takes into account the profile of the subject who completes it?

Focus Group

FINAL Have you noticed a difference between the content generated by the two applied techniques?

FINAL Have you noticed any difference between the content generated by the two techniques applied?



thank you!

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