

# (MJ^2)C's Shooter Game

**Theme / Concept:** A top-down bullet hell shooter game where the player fights off waves of enemies

**Controls:** The player will control their movement using W, A, S, and D. The player will control the gun's aim with the cursor

**Core Loop:** A wave of enemies spawns in the room. The enemies attack the player, and the player must shoot the enemies to kill them. This loops until the player dies

**Scoring:** The game will keep track of the number of waves cleared and the number of enemies killed

**Win / Lose Conditions:** Once you get to a certain wave, you win, but the player can choose to continue in an endless mode. The player loses when they lose all their health

**Difficulty / Leveling Approach:** As the waves go on, the enemies increase health and damage. After a certain number of waves (like every wave that ends in 5), the player can choose to increase a stat between speed, damage, health, and attack speed

KPIs	Insight	Game Mechanic	Gameplay
Average Sales by Genre	It told us that action games sell well	The game is action and has combat	The player fights enemies to advance in the game
High Ratings per Console	It told us that PlayStation	The game should be able to be played on	The controls could work when

	games get good ratings	a console (theoretically)	used with a controller
Total Sales by Region	It told us that North America made the most sales	It would be marketed for North America	The UI is in English
Genre Share Percent	It told us that there weren't many shooters in the market	The game is a shooter with the player and enemies firing weapons	The player has a gun that they use to kill enemies

If we could add one more KPI we would add High Ratings per Genre to see what the public likes and gears too

Questionare Survey \*\*PLEASE CHANGE ANSWERS TO YELLOW OR RED\*\*

Team name - Charlene and Riya

1) Was the KPIs clear to understand and read thought out?

Yes, but the information seems to be too compact. I think it would look more clear and cleaner if it were more separated and organized.

2) Was there something you did not know or understand?

I think the wording is a bit unclear, however, we seemed to understand the overall message.

3) What was your favorite KPI choice with an explanation and what do you think was your least favorite that needs improvement?

Our favorite KPI choice was the average sales by genre because we believe it gives the best insight into what game should be made. Our least favorite is genre share percentage because the text is blurry/small and hard to interpret.

4) What do ypu think we should have added or changed into your KPIs to help improve the whole dataset?

Besides the comments we added above regarding the KPIS, we believe that it is fine.

5) Do you agree with our choices picked and what do you disagree with?

Yes, we agree with your choices because we believe those KPIs best represent and give the best insight into what game should be made and what will do the best.