

Research Proposal

1155181097 XU Zixin

Problem Introduction

I am a general Genshin Impact player who likes to watch Genshin racing(競速) discussion and videos, and I find that the current Genshin Impact player community has a lot of players who like a certain character in the form of racing to prove that the character is not recognized as good in battle. However, these players are faced with the problem of low efficiency in racing planning and tedious implementation. As there is no special reward racing platform in the Genshin game community at present, these players need to collect racing information, raise funds and statistical data from various game communities themselves. Even such private transactions can easily lead to security risks.

Therefore, I think the solution is a Genshin reward racing platform(原神懸賞競速). Here, players who want to post a reward can see previous cases as a reference to better plan the rules of the racing and find like-minded partners to work with. When the race organizer sets the platform as the place to submit results, the platform will automatically do the rest of the work like count data and give rewards. They also have the opportunity to enjoy advanced checking services. In this way, race organizers can greatly improve the efficiency of organizing and executing a race activity, and it is more relaxing for them to see the wonderful performance of their favorite characters in battle.

Interview

Background : All the replies are from Genshin Impact players who have the reward racing activity organization experience in the game communities like NGA, BILIBILI and QQ group's. And the names used by the respondents were all network names.

Interview Questions :

- 1、可以先告诉我你是什么时候开始玩原神的吗，现在冒险等级大概是多少？最喜欢哪个角色？
- 2、你会通过哪些渠道组织一个竞速悬赏活动？
- 3、你是怎么组织的，一般有哪些要做的工作？
- 4、你怎么确认你不会和别人同期发布雷同的悬赏？
- 5、你怎么制定竞速的规则？
- 6、你怎么确定有玩家会参加？
- 7、你怎么统计参赛信息？
- 8、你怎么确定每个选手的成绩是否有效？
- 9、你怎么统计参赛成绩？
- 10、你怎么筹集奖金？
- 11、你怎么发放奖金？
- 12、从你的经历来看，你觉得你在组织悬赏活动中遇到过什么样的困难（比如花费的时间）？最困难的是什么？
- 13、就组织这个竞速活动而言，你现在使用的软件或者网页是否有帮助？
- 14、就组织这个竞速活动而言，你觉得目前你使用的软件或者网页有哪些不好的地方？
- 15、如果现在有一个平台可以解决你的困难，你觉得在什么付费程度以内你会愿意使用它？

Interview

Interview Questions :

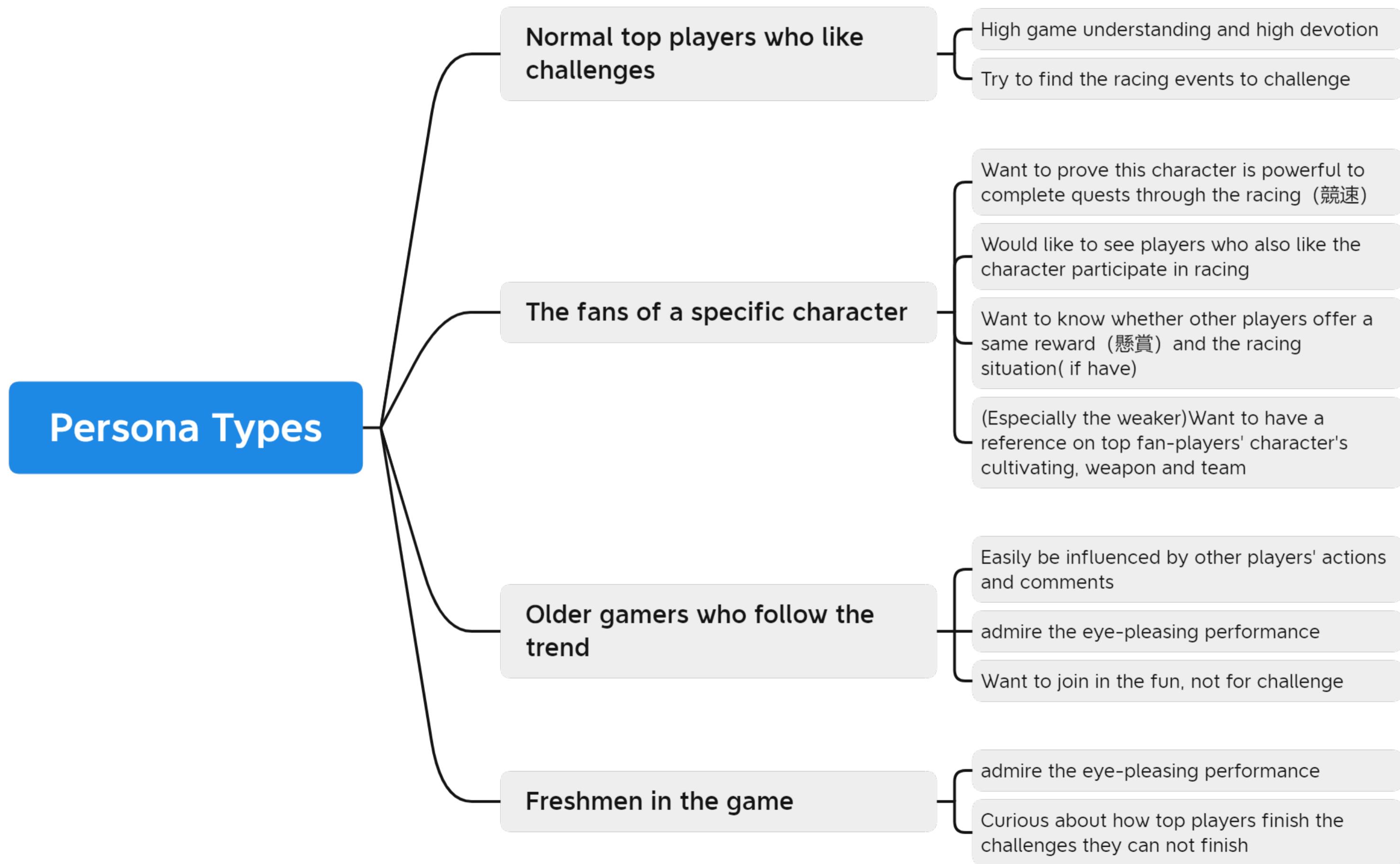
1. Can you tell me when you started playing Genshin Impact? What is your current adventure level? Who is your favorite character?
2. Through what platforms will you organize a reward racing activity?
3. How do you organize it and what do you usually do?
4. How can you be sure that you will not post the same reward as others at the same time?
5. How do you make racing rules?
6. How do you know if a player will attend?
7. How do you count the information of the players who participate in the racing?
8. How do you determine whether each player's record is valid?
9. How do you count the results?
10. How will you raise the prize money?
11. How do you pay the reward?
12. From your experience, what difficulties do you feel you have encountered? What was the hardest part?
13. Is any App or Web you are currently using helpful in organizing this race?
14. In terms of organizing this race, what do you think is the shortage of the App or Web?
15. If there is a platform that can solve your difficulties, at what level of payment do you think you will be willing to use it?

(*Interview responses can be found in the doc. file called “interview questions and responses”)

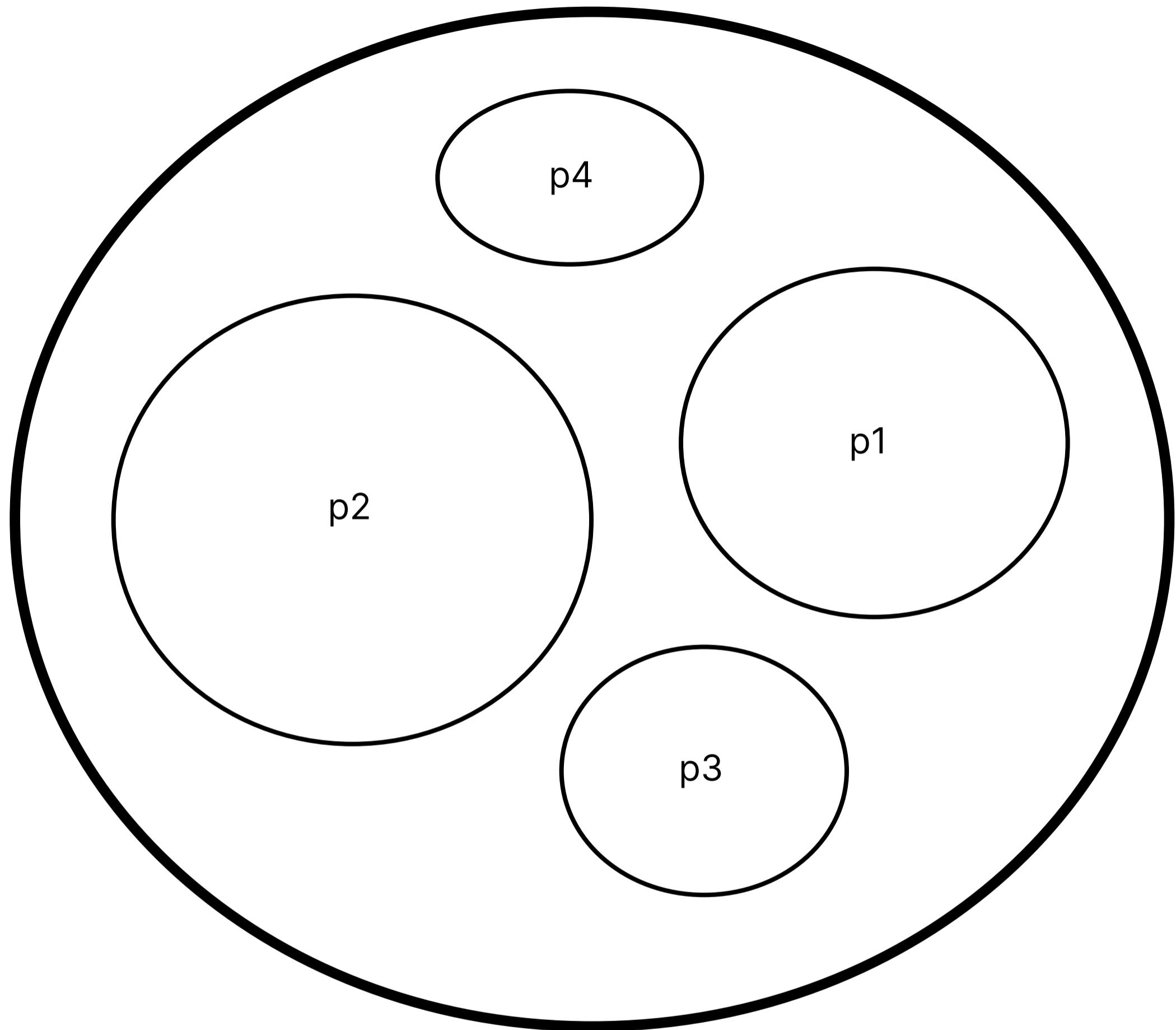
Persona types:

Note: Genshin Impact' racing is generally a kind of word-of-mouth player discussion, and the following types are based on the experience of participating in the discussion and observing from game community. Take the NGA forum as a sample, a total of 144 posts related to the reward race, among which 96 posts are reward race activity posts, 13 of these posts belong to large-scale activities. And in addition to the large-scale comprehensive "Musk Reef Cup", the rest are generally reward race activities launched by the fans of a role or a team to clear the name.

Persona types:



Persona Segmentation in Players of Genshin Impact who will organize a racing (“競 速”)



P1 to p4: Normal top players who like challenges, The fans of a specific character, Older gamers who follow the trend, Freshmen in the game

Persona Type Picked: The fans of a specific character

I chose this type of persona because they are the important part of the racing activities in Genshin Impact nowadays. These kind of person makes the challenge of racing more diverse, not just a race of speed, but a race of characters and cost, which is a major direction of player racing today. They love a character so much that even if that character isn't that good in terms of overall combat performance, they want that character to play at the same level as the top character in the hands of the top player. But organizing the whole racing by themselves is very cumbersome. Therefore, they desperately need an efficient platform to do so. “**小咸鱼辣椒酱**” is a Genshin player who likes Eula, a character in the game. She has played Genshin Impact for a long time and organized a reward racing activity of Eula.

Persona Type Picked: The fans of a specific character

	Lifestyle	Busy, don't always like to make new friends, enjoy video games, love to share interesting things with friends
	Media usage habit	Mobile app, online videos, online forum
Name: 小咸鱼辣椒酱	Tech product adoption pref.	Early adopters, pragmatism
Age: 22	Personality	Easy-going
Gender: Female	Daily Routine	Go to study, go back to dorm and have a rest, only have little time play games, mostly with friends, watch game videos and forums before sleeping.
Education: Graduate	Core Demands	Complete a reward racing campaign more efficiently and see highlights of her favorite characters.
Profession: Student		

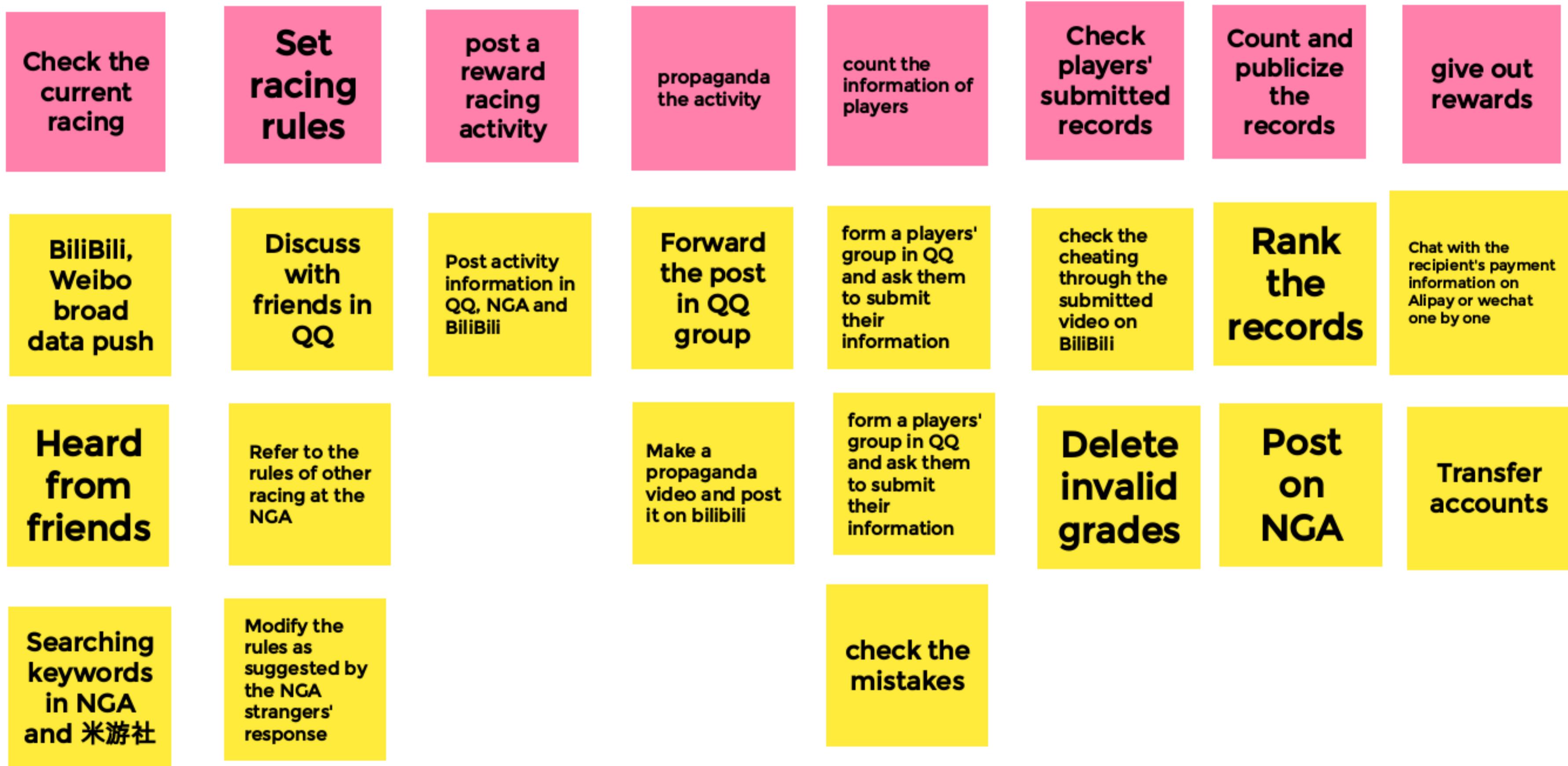
Journal Map



Problem Setting

How might we make Genshin Impact reward racing organizers who love a character and want to prove his or her worth(who/user)
address the problem of the fact organizing a racing activity is troublesome and costly (what/need) to achieve the goal of
planning the racing and organizing players of the events more efficiently and easily (why/goal)?

Story Map



Story Map

Functional	Existing reward racing information	Posting area	Statistical area	Payment
Content requirement	<p><i>Reference rules information:</i></p> <ol style="list-style-type: none"> 1. Common rules of authority within a community 2. Specific rules for existing activities 	<p><i>Reference:</i></p> <ol style="list-style-type: none"> 1. An all-purpose reward racing post template 2. Option to fill in the blank of the template 	<p><i>Players' information:</i></p> <ol style="list-style-type: none"> 1. Game id 2. Team 3. Weapon 	<ol style="list-style-type: none"> 1. Safety 2. Automatically match the collection information
	<p><i>Result information:</i></p> <ol style="list-style-type: none"> 1. Whether there is already an ideal reward racing recently? 2. The current reward racing records 	<p><i>Funds:</i></p> <ol style="list-style-type: none"> 1. Donation for a character's reward racing 	<p><i>Record information:</i></p> <ol style="list-style-type: none"> 1. Cost 2. Time 3. Video 	
		<p><i>Others:</i></p> <ol style="list-style-type: none"> 1. A share button for activity propaganda purpose 2. Cooling-off period to modification and 	<p><i>Others:</i></p> <ol style="list-style-type: none"> 1. Information submission 2. Automatically generated leaderboards 	<p><i>Others:</i></p> <p>Solutions to individual payment problems</p>

Position Map:



Player organization

Possible Data Resources

1. Result information:

Some of the current reward racing records can be scrapped like:
player's id, the cost of the team and
the time.

(from: “天梯榜”<https://common.shenshoucdn.com/YSMusKReef/c.html>)

	ghtrole_Player_name_	eightrole_rank	eightrole_cost	eightrole_record
1	过滤	过滤	过滤	过滤
1	狗A 1000181060	1	54	62s
2	大智若鱼 128053188	2	48	63s
3	Aliss 603246889	3	67	65s
4	贝占贝占 101035575	4	71	65s
5	Ushio-汐 100088544	5	72	67s
6	璃雪 119157568	6	31	68s
7	Valcyrie 104176831	7	68	68s
8	金丝虾球 159442036	8	72	68s
9	SZSwindy 1000135668	9	77	69s
10	灯心摇曳 111109557	10	50	71s
11	Norh 167738860	11	32	72s
12	小铺仔吃哈密瓜 127754256	12	25	73s
13	早睡型兰舟舟 183170254	13	75	73s
14	雷电芽衣 117235173	14	37	74s
15	主人 609535412	15	53	76s
16	神様Loki 108866945	16	31	77s
17	苏黎zo 103390474	17	25	78s
18	可莉的蹦蹦炸弹 126575512	18	61	78s
19	Mos 172879243	19	44	79s

Possible Data Resources

1. Result information:

Public records in each post of NGA: information about records, team, video link
(from: <https://bbs.nga.cn/thread.php?key=%E6%82%AC%E8%B5%8F&fid=835>)

Examples of authority rules from 2 posts of NGA:

<https://bbs.nga.cn/read.php?&tid=32270805>

<https://bbs.nga.cn/read.php?&tid=32683243>

Possible Data Resources

2. Reference: Option to fill in the blank of the template(both from Bwiki)

Selection of characters(when posting a reward or submitting the record): name, star, element, weapon type

(from: <https://wiki.biligame.com/ys/%E8%A7%92%E8%89%B2%E7%AD%9B%E9%80%89>)

Selection of weapons(when submitting the record): name, type, star

(from: <https://wiki.biligame.com/ys/%E6%AD%A6%E5%99%A8%E5%9B%BE%E9%89%B4>)

Shortcomings:

1. Non-existing information: Statistical area's information of players and records

Solution: It depends on the submission of the participants. A platform rule can be set that if a user uses the platform to post a reward, the reward racing rules should indicate that participants are required to submit their scores through this platform.

Shortcomings:

2. erroneous information: The current reward racing records “Reward” and “Racing” in other player community like 米遊社 and Tieba.

In NGA, because there are special partitions for this type of activity, the relevant content can be searched directly. But Tieba, 米遊社 and other communities, reward and racing are also a kind of exploration mode in the game, so in fact, the content found by this search is not an existing racing activity between players, but a real game play, generally to strategy, or post made by freshmen more.

Solution: Only select the NGA's major activities as a template for the information section

Shortcomings:

Baidu 贴吧 悬赏

声望讨伐悬赏真的恶心人啊
蒙德和璃月的讨伐悬赏做一次恶心一次,花5分钟找线索,开了元素视野还会把可能线索藏在水里或者其他什么犄角旮旯的地方,好不容易找齐了又要花3分钟(能我眼力不好)。拜托,我玩游戏不是来找罪受的,就不能像...
贴吧: 原神 作者: 烈炎晓凌君 2022-10-24 10:53

89发才出是不是可以领悬赏啊
没想到非得这么离谱

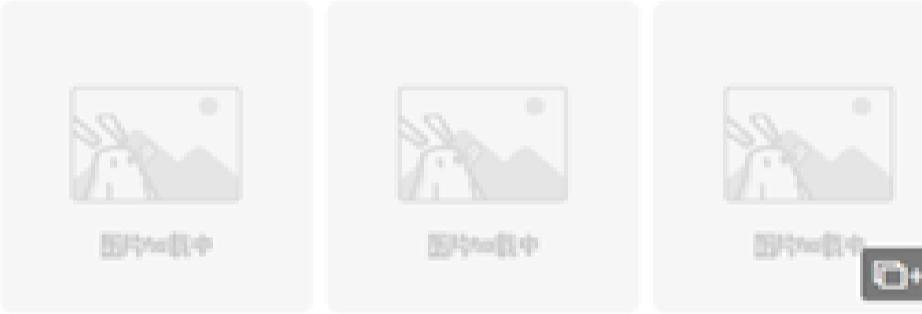
贴吧: 原神 作者: 米子0524 2022-09-21 18:53

原神九十抽悬赏还在吗?
贴吧: 原神 作者: 魔法嫁娘 2022-09-17 21:26

求大佬带带萌新打打讨伐悬赏和逛逛地图
贴吧: 原神 作者: 李鱼119 2022-08-18 09:07

小月卡悬赏平民练度宵宫过绝路,有视频即可。
平民嘛肯定要做限制:队友五星不超1命,防止三神带狗情况。不能用五星限定常驻武器以及四星武器,药随便嗑,毕竟平民。


米游社 | 米游社·原神 首页 酒馆 攻略 官方 观测仪 米游铺 更多

原神声望讨伐悬赏任务攻略
虽然今天是拽拽玩原神的第九天,不过基本上拽拽都会操作了,也是第一次写攻略,如果拽拽有什么...

重新指南 任务攻略 2万+ 76 91

Razon Lv16 10-28 · 原神
现在提前做周悬赏,新版本纪行有效吗?
以前版本的话,提前刷,纪行是不会计入的,不知道哪个版本开始,提前刷是有效的,那么周悬赏也...
冒险家·集结 萌新提问 每日一水 210 12 11

太武珍人 Lv3 2020-11-14 · 原神
悬赏
这个悬赏任务真辣鸡,这么大的范围给这么小的提示,十分钟都找不到有和没有差不多

Shortcomings:

3. fragmented information

Posting template: the structure of the activity post

It is hard to scrub the internal paragraph structure (as picture: introduction, overall rules, specific rules) to make a template.

Solution: Generally speaking, the paragraph structure of the current relevant posts is relatively clear and short, which can be extracted manually.

picture from: <https://bbs.nga.cn/read.php?tid=33693724>

Shortcomings:

前言：

首先国庆快乐！

这次比赛是在优胜劣势相对弱势的情况下，能让更多喜欢优胜想用优胜打得更好的玩家更好的参与进来，为优胜专设多个赛道，也是希望更多不同配置的优胜玩家参与，也能更有参考和交流的作用！这里没有PVP，只有优胜！

3.1这期深渊，上下半都很适合优胜发挥，所以上半下半都没设！不设6问主要怕太累，有些人只想打上半或下半。（奖金成本翻了一倍T T）

往期：

第一季3.0深渊：[<https://bbs.nga.cn/read.php?tid=33384174>]

整体规则：

1. 比赛设【上半三问连打】和【下半三问连打】两个赛区。
2. 每个赛区分别设【高配赛道】、【八成本赛道】、【三成本赛道】三个赛道，每个赛道，第一名大月卡一张(68)，第二名小月卡一张(30)，如果某赛道参赛人数不超过五人则只奖励第一名，同成绩按提交顺序顺延名次。
3. 最后6个赛道参与者额外获奖者外，会抽一名参与奖，奖励小月卡一张(30)。
4. 参赛采用B站投稿，本季截止日期10月31日晚0点。参考回复模板：下半赛区，八成本赛道，77s，优胜锦旗，17楼，BVc1h2s3m4j5q6y7l(同时一定要附上成本说明)。更新成绩请发起新回复。
5. 本着懒得吐皮和验证的宗旨，视频一律需要真连打，血量完全对的上。上半的视频麻烦连进buff一起录制，此外，视频请务必带上面板录屏，点开你每个角色的详细属性/武器/命座。
6. 每位玩家每个赛区只取一个成绩，比如你可以多阵容多赛道都参加排名，但奖励只取最好的一个，也就是每个人上半下半赛区可以各拿一次奖励。
7. 明星优胜就是来凑数凑规则取巧的，就没必要奖励。

高配赛道规则：

1. 无成本限制，无深渊BUFF限制，可时停，可偷球，考虑帧秒。
2. 上半赛区优胜至少要在2问里放Q。
3. 下半赛区第一问和第三问优胜要放一次Q，第二问剑魔P1P2起码有一个是优胜解决的。(这里欢迎大佬们来讨论)

高配赛道本意是想体现优胜顶配的上限，但是相对弱势的情况有规则的导致很容易变成了上优胜而下优胜，为了放个Q而放个Q，个人觉得就没什么意思了，如果限制太多又是另一种没意思，办办看先吧，下次再考虑。

八成本赛道规则：

1. 优胜命座，0命算1成本，1-2命算2成本，3-5命算4成本，6命算7成本。(相较于上次提高了3命的成本，加入了6命)
2. 其他五星角色，本体1成本，每一个命座算1成本，命座最高不能超过3命，避免一个6命夜兰杀完了，特殊情况可说明申请，四星角色，七七，琴不算成本。
3. 五星武器，精1算1成本，精2精3均算2成本，精4精5均算3成本，四星武器不限。
4. 伤害类以及元素充能效率等所有对速度有正提升的深渊BUFF，1个算1成本。
5. 原则上优胜每问至少放一次Q，如果你某一问优胜没放Q，但是优胜仍有一定的占比也可以接受，底线是至少2问放Q。
6. 禁止偷球，禁止时停，成绩不考虑帧秒，一律按整数时间算(上半若跳59可以算59)(你可以按你既定的时间发视频，但这里申报成绩麻烦加上帧秒)

八成本赛道主要设给合猎合武合猎低命关键命座的玩家们，以[1命1精优胜，2命1精雷神，露切风魔狂尼特]作为八成本的基本模板，有些人可能优胜高一点，有些人可能雷神高一点，有些人可能均为成本给夜兰万叶，有些人可能整体配置低些用BUFF来补齐等等，希望在整体相近的成本下，看到不同的组合不同阵容打法的多种表现。

本次八成本赛道尝试性的加入了混合选手，也是希望能提供一个经典的对比参考，类似“是一个6+1还是两个2+1”，如果最后成绩相差悬殊，会酌情增加奖励名次。(个人觉得不会)

三成本赛道规则：

1. 除了深渊BUFF不算成本外，其他成本规则与八成本赛道相同，请阅读八成本赛道规则。

三成本赛道主要设给广大主要抽0命1命，武器也不一定是五星的朋友们，是实打实的平民赛道，本赛道成本方面不会有太大差距，所以深渊BUFF就不计成本随便使用，补充些强度。

Shortcomings:

4. Other information: pictures

Currently, some racing information displays are in the form of pictures, which parsehub seems unable to scrub.

Solution: Since there are not many characters in Genshin Impact, downloading and matching them manually is a temporary solution. But it's better to find a way or a app to scrub the pictures.

证件照	名称	稀有度	武器类型	元素属性	性别	所属	90生命上限	90攻击力	90防御力	突破加成 MAX	TAG
	莱依拉	4星		冰	女	须弥					
	妮露	5星	单手剑	水	女	须弥	15185	230	729	生命值加成 28.8%	伤害提升、精通加成、减抗、技能延长、特化反应、烹饪、能量恢复
	赛诺	5星	长柄武器	雷	男	须弥	12491	318	859	暴击伤害 38.4%	自身伤害提升、元素转化、感电免疫、自身抗打断、派遣、能量回复
	坎蒂丝	4星	长柄武器	水	女	须弥	10875	212	683	生命值加成 24.0%	弹反、元素附魔、伤害提升、协同攻击、攀爬消耗减少



Contribution Description

My dream company is the Genshin Impact's production company: MiHoyo. Therefore, I think this project, at least the experience of completing this proposal, is of great help to me. First, from the resume, I can communicate to the company that I know some development skills when applying for a job. I have a certain understanding of the work of developers and can actually do some related work, which makes me more competitive in terms of skills. It also enriches my personal experience. Second, in terms of my portfolio, it takes me out of my comfort zone, from writing articles about games to finally completing a game related project. This let the company know that I understand the game community and I have some awareness of product design. Finally, in terms of the interview, through designing and reviewing this project, I realized that I need to pay attention to some aspects as a developer and have some thinking skills, which are what the interviewer wants to see from the interviewee. I didn't realize that in my previous interviews.