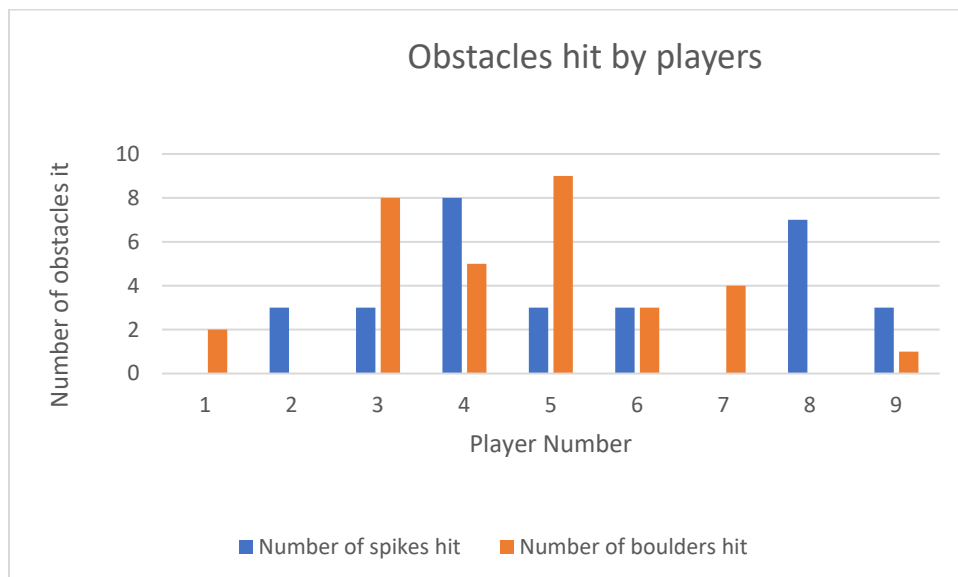
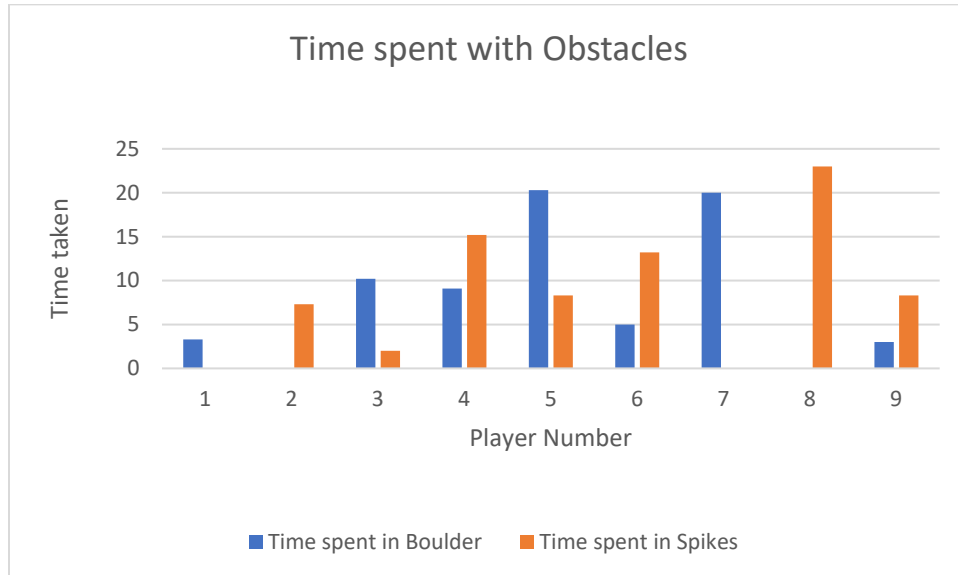
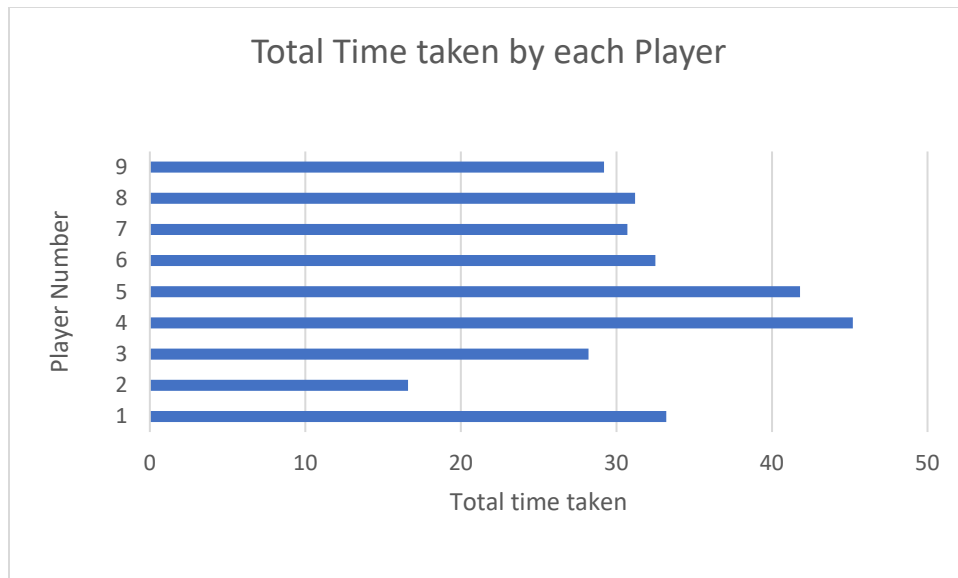


Prototype Project Data Inferences

Data charts





Inferences

From all the data that I collected through the 9 testers' playthroughs I have inferred the following:

- The players find the spikes hard to finish since they keep bouncing on the spikes and they take more damage.
- The game takes the right amount of time to finish and this need not be changed.
- The boulders are very difficult to get through and the players always hit at least 2 (on average).
- The game becomes very easy after the first playthrough as nothing changes.
- The damage from spikes and the damage from boulders can be changed.
- The players start taking similar paths after the first 2 plays as they now know what the different things they can do are.

The things I need to be changed are:

- Change the damage that I received from spikes as the players mentioned that the bouncing makes it difficult to move away from the spikes and this causes more damage.
- Make the boulders smaller and make them move faster as the boulders are very difficult to get past right now and making them smaller could make it slightly easier while increasing the speed will make sure it isn't too easy.
- Randomize the location of the explorer with every playthrough as the game becomes repetitive after the first playthrough. Randomizing the explorer location will make

sure that it is not the same game and adds incentive for the player to play the game multiple times.

- The bouncing from the spike damage can be changed and they can now move through the spikes a bit easier.
- Switch the paths that lead to the boulders and the spikes with every playthrough. Just like randomizing the explorer location will add to the gameplay, even this will add to the player's experience and will leave them wanting to come back multiple times.

Video Link: <https://vimeo.com/310987483>