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Data Models for Space Game

Summary:

I have written scripts to help me gather the data needed from the space game in a modular and robust fashion. I have a different set of data for each mode, difficulty and obstacle set.

Pseudo Code:

1. Find all obstacle sets within a difficulty and mode combination
   1. Returns distinct list of obstacle sets
2. Pass in distinct list of obstacle sets to algorithms and scripts to get data for:
   1. # coins collected (red, yellow, blue, total)
   2. Check death
   3. Start times for every obstacle set
   4. If obstacle set passed in was empty -> skip queries
3. Statistical Analysis:
   1. Compare average set performance across different modes and difficulties
   2. Set performance across half times (regular, crisis)
      1. Hits/death -> check yellow risky coins collected
4. Print statements of analysis

As of November 15th, 2014: Started working on analysis of space game after finishing zombie game. Played through the game and got comfortable with the game. I familiarized myself with the JSON data that was being collected and made notes about tags that might be useful to add into the data collection module.

As of December 18th, 2014: Finished a rough draft of the 4 parts of analysis. I am struggling with distinguishing different sets of data temporally. I should be finished before the end of the 2014 year.

January 1st, 2015:

1. Need to modularize algorithms to apply for over periods of time play… ask Asim
2. Added coin analysis queries/methods to analyze based on:
   1. Mode
   2. Obstacle set
   3. Difficulty
   4. Combinations of all 3
3. Add methods/queries based on different death scenarios
4. Add the statistical analysis