GAME ALGORITHM

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- We've probably all gotten buyer's remorse at least once
- Becoming increasingly common in video game market
 - Pre-Order Bonuses
 - Review Embargoes
 - Release Day Bugs
 - ► EA

INTRODUCTION



- User will input a game, and some simple info about it, and the algorithm will determine whether the user should:
 - Purchase the game
 - Wait to purchase the game until the price drops/until more information is available
 - Consider other games similar to the one in question, or
 - Not purchase the game

CONCEPT

- Step 1: Enter game info
- Step 2: Look up the current critical rating for the game
- > Step 3: Look up the current user rating for the game
- Step 4: Look up average ratings of other games by the same publisher
- > Step 5: Compare game to other games in user's library
- Step 6: Average the scores of Steps 2-5, and come up with a final score (0-10)
- If there is insufficient data in any of the steps, it will be given an average score in that category (5/10)

METHOD

- Game will be categorized into one of the following genres:
 - Action
 - Adventure
 - Casual
 - > Indie
 - Massively Multiplayer
 - Racing
 - ► RPG
 - Simulation
 - Sports
 - Strategy

LAYER 1 - GENRE

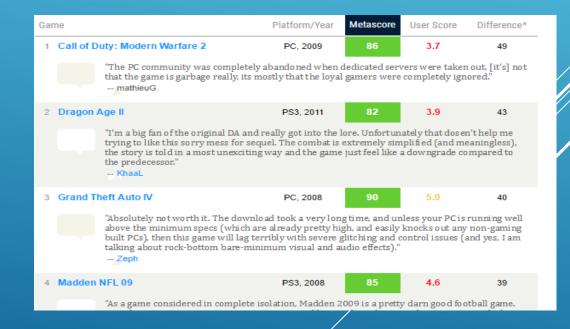
- This layer will rate the game based on its critical reception
- If no critical data exists (i.e. the publisher has issued a review embargo), the game will automatically receive a 5/10.

LAYER 2 – CRITICAL SCORE



- Many review sites will include user reviews in addition to those of professional critics.
- Tend to be more subjective, but also tend to give better idea of first-hand user experience.

LAYER 3 – USER SCORE



- Certain publishers/developers have gained either a positive or negative reputation based on previous games they've released.
- Based on the data, if games by one developer generally score higher in Layers 2 and 3 than those of another developer, then those games will be given a higher score in this layer.

LAYER 4 – PUBLISHER



- Buying a game in a genre you've never had experience with is generally more of a gamble.
- If the genre of the game in question is similar to the majority of games the user has already purchased, it will receive a higher rating in this layer.

LAYER 5 – COMPARISON TO LIBRARY

- ➤ This layer will take the average of the scores from Layers 2-5
- ➤ The final score will be determined as follows:
 - ▶ 0-2 = User should not purchase game
 - > 3-4 = User should reconsider desire to purchase game
 - > 5-6 = User should wait for reduced price/explore other similar titles
 - > 7-9 = User should purchase the game

LAYER 5 – FINAL SCORE

Final Fantasy XV just came out. Is it worth buying? Let's find out:



EXAMPLE

- ► Genre: RPG
- Critical Score: 8/10 (Source: IGN.com)
- User Score: 8/10 (Source: Metacritic.com)
- Publisher: Square Enix, 7/10 (Source: Metacritic.com)
- Library: Out of the 20 or so games I actively play, only about 5 are RPGs, 4/10
- ▶ Final Score: 6.75/10
- Consensus: I should probably wait for the game to go on sale.

EXAMPLE (CONT'D.)