

In the first sprint review, we talked about how we want to see how the nba live and nba 2k rivalry has been going throughout the years. We want to see the sales number of each game they sold every year. We also want to compare the mechanics, game modes, and gameplay each one has and which one is better for the style of gamer you are.

For this sprint review, the methods we plan to use are statistics and analytics. We'll look into the sales (how many sold on the first day, week, and year), costs, customer reviews, overall enjoyment, gameplay (mechanics of the game and the game modes), and how long the game lasts. We will display these results with graphs and tables to compare the two. For example an average 2K player purchases the next version of the game as soon as it releases on "2K Day" some time in September. Even though the game itself is playable for several years to come since the servers themselves don't shut down until 4-5 years in the future. Another example is the average NBA live player purchases the next version of the game on the release date but their servers will shut down in 2-3 years from the release date. These examples can cause the effect of next year's game sales because people want to stick to the game they have now and not buy the new one. With these methods, we will figure out which game is better for the type of gamer you are.