

Undergraduate Thesis for Ben Johnson

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## **Gameplay Data Coding Manual**

Game: "Doodle Champion Island Games"

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## **Data Entry Procedure**

### **Central File Location**

The OneDrive folder titled "Ben's Thesis Data Coding" contains:

- This manual (PDF)
- A coding template (Excel file)
- "Coding Progress Sheet" (Excel file) to indicate which recordings have become available and which ones have been coded and by whom;
- A folder for each coder where you will find:
  - your recordings;
  - an excel sheet to input the data from your recordings;
  - You will have 1 excel file for all 5 participants you code; 1 sheet for every participant;

### **Coding Process**

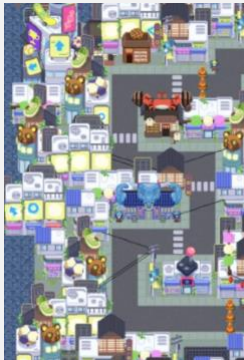
When a recording becomes available:





1. Ben will check the data to make sure it's valid for including in the analysis;
2. The recording will be moved into the corresponding coder's OneDrive folder;
3. In the Coding Progress Sheet, the participant number will be put in the next empty slot in the ID column;
4. The coder's name will be highlighted yellow, indicating that coding is in progress;
5. The coder will watch the recording and fill out the sheet for that participant;
6. Once that recording is fully coded, the coder will email Ben;
7. Ben will copy the data to the master sheet and edit the progress sheet such that the name will turn green;





## Variable Definitions

There are binary variables (i.e., Boolean) which must have a value of 0 (false) or 1 (true).

### Checklist Variables (binary)

Variable Name	Definition
<b>Pick Team</b>	Player picked a team (Red, Blue, etc.)
<b>Skate Scroll</b>	Earned Skateboarding scroll
<b>Swim Scroll</b>	Earned Artistic Swimming scroll
<b>Archery Scroll</b>	Earned Archery scroll
<b>Climb Scroll</b>	Earned Climbing scroll
<b>Table Scroll</b>	Earned Table Tennis scroll
<b>Rugby Scroll</b>	Earned Rugby scroll
<b>Marathon Scroll</b>	Earned Marathon scroll
<b>Visit Tanooki</b>	Player visited Tanooki City at least once
<b>Visit Bridge Garden</b>	Player visited the Bridge Garden at least once
<b>Visit Northwest Docks</b>	Player visited the Northwest Docks at least once
<b>Visit Mountains</b>	Player visited the Mountain area at least once
<b>Visit Bamboo Forest</b>	Player visited Bamboo Forest at least once
<b>Visit Oni Island</b>	Player visited Oni Island at least once
<b>Visit Marathon Beach</b>	Player visited Marathon Beach at least once
<b>Visit Far Tanooki</b>	Player visited the far side of Tanooki City (must complete construction) 
<b>Visit Hot Springs</b>	Player visited the Hot Springs at least once

<b>Visit Secret Beach</b>	<p>Player visited the Secret Beach at least once</p> 
<b>Visit Hidden Island</b>	<p>Player visited the Hidden Island at least once (must go through Underwater Castle)</p> 
<b>Visit Underwater Castle</b>	<p>Player visited the Underwater Castle at least once (must accept Ghost Mom quest and complete 1<sup>st</sup> step)</p> 
<b>Visit Far Bamboo Forest</b>	<p>Player visited the far side of Bamboo Forest (must complete Rain quest and cross river)</p>
<b>Visit Trophy House</b>	<p>Player entered trophy house at least once</p> 
<b>Visit Mountain Cave</b>	<p>Player entered the mountain cave at least once</p> 

<b>Visit Skate Dojo</b>	<p>Player entered the Skateboarding Dojo at least once</p>  A screenshot of the Skateboarding Dojo interior. The room has a wooden floor with a large, stylized pattern of a person skateboarding. Several characters are visible: a red character (Mario) is on the left, a blue character (Luigi) is in the center, and a yellow character (Peach) is on the right. A green skateboard is on the floor.
<b>Visit Archery Dojo</b>	<p>Player entered the Archery Dojo at least once</p>  A screenshot of the Archery Dojo interior. The room has a wooden floor and walls. A character is standing in the center, holding a bow. There are archery targets on the walls.
<b>Visit Climb Dojo</b>	<p>Player entered the Climbing Dojo at least once</p>  A screenshot of the Climbing Dojo interior. The room has a wooden floor and walls. A character is standing in the center, holding a climbing rope. There are climbing targets on the walls.
<b>Visit Tennis Dojo</b>	<p>Player entered the Table Tennis Dojo at least once</p>  A screenshot of the Table Tennis Dojo interior. The room has a wooden floor and walls. A character is standing in the center, holding a table tennis paddle. There are table tennis tables and chairs on the sides.
<b>Visit Rugby Dojo</b>	<p>Player entered the Rugby Dojo at least once</p>







Menu and Map of the Doodle Game

	Archery	North-West	Docks
	Artistic Swimming	West	Bridge Garden
	Skateboarding	South-West	Tanooki City
	Climbing	North	Climbing Mountain
	Table Tennis	North-East	Bamboo Forest
	Rugby	East	Oni Island
	Marathon	South-East	Marathon Beach

*Note.* The main areas of the island are listed in the legend above. The central area, known as the Main Plaza, contains the Trophy house but no sports events. The white numbers and 3 yellow dots next to each sport icon represent the player’s high score and completion level respectively. This was taken from a playthrough by the researcher.

**Tally Variables (integers)**

<b>Team Base visits</b>	<p>Number of times the player visits their Team Base</p> <p>RED:</p>  <p>YELLOW:</p>  <p>GREEN:</p>  <p>BLUE:</p> 
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<b>Character interactions</b>	Number of times the player voluntarily interacts with an NPC (excluding those REQUIRED for a quest)
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**\*\*Note about NPC interactions:** the interaction only counts if it's non-mandatory. Therefore, the following NPC interactions **do not count**:

- talking to Momotaro & family in the Rugby captain quest (it counts after the quest)
- the invisible octopus in the Wind quest
- Tengu in the Wind quest (it counts after the quest)
- Daughter in the babysitter quest (it counts after the quest)
- Rain boy in Rain quest (it counts before and/or after the quest)
- Train station ticket clerk in Rain quest (it counts before and/or after the quest)
- Octopus chef in Rain quest (it counts before and/or after the quest)
- Turtle sisters in Turtle sisters quest (it counts before and/or after the quest)

### ***Tally: Sport Attempts***

**Skate attempts** = Number of times player attempted Skateboarding



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**Extra Skate attempts** = Number of times player attempted the extra Skateboarding event





**Skate attempts *after* scroll** = Number of times player attempted Skateboarding *after* obtaining the scroll

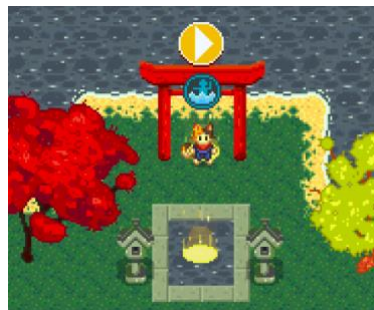
\*For example, if they want to beat their high score or try a different version of Skateboarding.

**Swim attempts** = Number of times player attempted Artistic Swimming



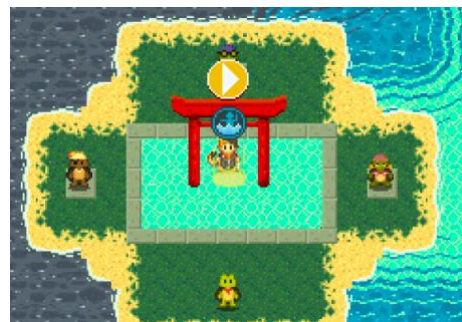
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**Hidden Island Swim attempts** = Number of times player attempted Hidden Island Artistic Swimming (must unlock Underwater Castle and visit Hidden Island)



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**Turtle Sisters Swim attempts** = Number of times player attempted Turtle Sisters Artistic Swimming (must complete Turtle Sisters quest)



**Swim attempts *after* scroll** = Number of times player attempted Artistic Swimming *after* obtaining the scroll

\*For example, if they want to beat their high score or try a different version of Artistic Swimming.

**Archery attempts** = Number of times player attempted Archery



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**Extra Archery attempts** = Number of times player attempted extra Archery event



**Archery attempts *after* scroll** = Number of times player attempted Archery *after* obtaining the scroll

\*For example, if they want to beat their high score or try a different version of Archery.

**Climb attempts** = Number of times player attempted Climbing



\*\*\*

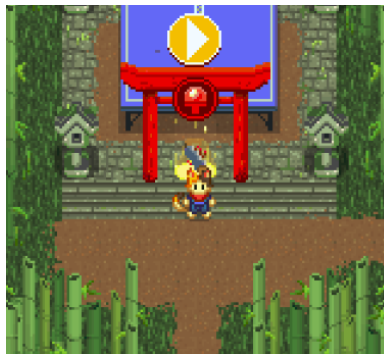
**Extra Climb attempts** = Number of times player attempted extra Climbing event



**Climb attempts *after* scroll** = Number of times player attempted Climbing *after* obtaining the scroll

\*For example, if they want to beat their high score or try a different version of Climbing.

**Table Tennis attempts** = Number of times player attempted Table Tennis



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**50pt Tennis attempts** = Number of times player attempted 50-point Table Tennis event



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**100pt Tennis attempts** = Number of times player attempted 100-point Table Tennis event



**Tennis attempts *after* scroll** = Number of times player attempted Table Tennis *after* obtaining the scroll

\*For example, if they want to beat their high score or try a different version of Table Tennis.

**Rugby attempts** = Number of times player attempted Rugby



\*\*\*

**Extra Rugby attempts** = Number of times player attempted extra Rugby event



**Rugby attempts *after* scroll** = Number of times player attempted Rugby *after* obtaining the scroll

\*For example, if they want to play for fun or try a different version of Rugby.

**Marathon attempts** = Number of times player attempted Marathon



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**Extra Marathon attempts** = Number of times player attempted extra Marathon event



**Marathon attempts *after* scroll** = Number of times player attempted Marathon *after* obtaining the scroll

\*For example, if they want to beat their high score or try a different version of Marathon.



### ***Tally: Trophy Quests***

Quest Name	Definition
Paddle	Number of steps player completed in the quest
Rain	"
Wind	"
Gym Coach	"
Book	"
Sculpture	"
Kids Argument	"

<b>Lantern</b>	“
<b>Rugby Captain</b>	“
<b>Arrow Collection</b>	“
<b>Ghost Mom</b>	“
<b>Tanooki Construction</b>	“
<b>Hot Spring</b>	“
<b>Super Mountain Girl</b>	“
<b>Former Chosen One</b>	“
<b>Porcupine Locks</b>	“
<b>Baker</b>	“
<b>Babysitter</b>	“
<b>Turtle Sisters</b>	“
<b>Secret Skate Park</b>	“
<b>Lucky Arrow</b>	“
<b>Motivate Little Oni</b>	“
<b>Sell House</b>	“
<b>Find Trophy Master</b>	“

### Trophy Quest Steps

Note: Step 0 = accepting the quest **except for** the “Former chosen One” quest because there is no chance to accept the quest, thus no step 0 (i.e., go from -1 to 1 in the coding sheet for that quest)

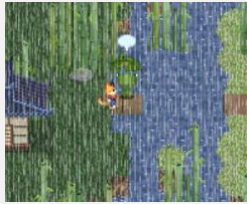
Quest Name	(# Steps) Step Descriptions	Conditions
<i>Paddle</i>	<p>(2 steps)</p> <p>0: Accept from fox at far side of Marathon beach;</p>  <p>1: Pick up paddle;</p>  <p>2: Return paddle.</p>	No



**Rain**

(4 steps)

0: Accept from frog in Bamboo Forest;



1: Visit Rain boy;



2: Go to station;



3: Get ticket from octopus in noodle shop;



4: Give ticket to Rain boy.

Yes;

Step 4 *unlocks* Bamboo Forest bridge & 100pt Table Tennis.



*Wind*

No

(4 steps)

0: Accept from fox in house in bamboo forest;



1: Try to sneak the fan;



2: Make a deal with Tengu for his fan;

3: Find the octopus;



4: Return to Tengu.

**Gym Coach**

(5 steps)

0: Accept from bull trainer in gym;



1: Visit cat in noodle shop;

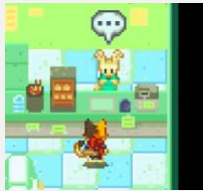


2: Fetch running shoes from marathon beach;



3: Return shoes;

4: Fetch water;



5: Return water.

Yes;  
Step 0 *requires*  
construction unlocked.

**Book**

(2 steps)

0: Accept from person in house in Tanooki city;



1: Fetch book;



2: Return book to person.

No

***Sculpture***

(4 steps)

0: Accept from person in house in marathon beach;



1-3: Collect 3 sticks;

i)



ii)







iii)



4: Deliver sticks.

Yes;

Step 3 *requires* secret beach unlocked.

<b>Kids Argument</b>	<p>(3 steps)</p> <p>0: Talk to arguing kids;</p>  <p>1: Find snack;</p>  <p>2: Save snack;</p> <p>3: Bring kids snack.</p>	<p>Yes;</p> <p>Step 1 <i>requires</i> construction unlocked;</p> <p>Step 3 <i>unlocks</i> secret beach.</p>
<b>Lantern<sup>a</sup></b>	<p>(5 steps)</p> <p>0: Accept from fox in southern side of bamboo forest;</p>  <p>1-4: Light all 4 lanterns in Bamboo Forest village;</p>  <p>5: Talk to fox.</p>	<p>Yes;</p> <p>Step 4 <i>unlocks</i> 50pt Table Tennis.</p>

***Rugby  
Captain<sup>b</sup>***

(1 step)

0: Accept from Rugby team on Oni Island;



1: Follow peaches and find captain at mountain house.



No

**Arrow  
Collection**

(6 steps)

0: Accept from pig in front of archery dojo;



1-5: Collect arrows;

i)



ii)



iii)



iv)



6: Return arrows.

No

***Ghost Mother***

(3 steps)

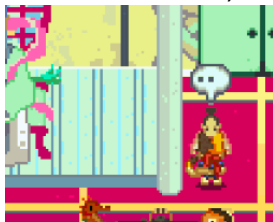
0: Accept from ghost in house in bridge garden;



1: Unlock castle;



2: Talk to the son;



3: Return to the ghost mom and share the news.

Yes;

Step 1 *unlocks* castle.



***Tanooki  
Construction***

(2 steps)

0: Accept from bull by pylons;



1: Take spring water;



2: Deliver spring water.

Yes;  
Step 1 *requires* hot  
springs unlocked.

***Hot Springs***

(4 steps)

0: Accept from rabbit at hot springs;



1: Talk to Fluffy;



2: Find lava;



3: Return lava to Fluffy;

4: Deliver special arrow to rabbit.

Yes;  
Step 4 *unlocks* hot  
springs.

<b><i>Super Mountain Girl</i></b>	<p>(1 step)</p> <p>0: Accept from person at birthday party in a house in mountain area;</p>  <p>1: Find Super Mountain Girl.</p>	No
<b><i>Former Chosen One</i></b>	<p>(3 steps)</p> <p>*This quest doesn't have step 0;</p> <p>1-3: Wake up cat.</p> 	No

***Porcupine  
Locks***

(2 steps)

0: Accept from Porcupine in ship in docks;



1: Visit lock store on Oni Island;



2: Deliver locks.

No

**Baker**

(3 steps)

0: Accept from Oni in house on Oni Island



1: Find retiring baker;




2: Convince retiring baker;

3: Tell Oni.

Yes;

Step 1 *requires*  
construction unlocked.

<b>Babysitter</b>	<p>(4 steps)</p> <p>0: Accept from kid's father at marathon beach</p>  <p>1-3: Chase kid;</p> <p>i)</p>  <p>ii)</p>  <p>iii)</p>  <p>4: Talk to the dad.</p>	No
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*Turtle Sisters*

No

(7 steps)

0: Accept from turtle at sunken gate on far side of bridge garden;



1-6: Find and convince each sister (find and convince are 2 separate actions);

i)





ii)

Turtle sis #2 is on mountain peak;

iii)



7: See red gate rise.

<b><i>Secret Skate Park</i></b>	<p>(2 steps)</p> <p>0: Accept from bull by train tracks</p>  <p>1: Talk to fox in dojo;</p>  <p>2: Tell bull the password.</p>	<p>Yes;</p> <p>Step 2 <i>unlocks</i> secret park.</p>
<b><i>Lucky Arrow</i></b>	<p>(2 steps)</p> <p>0: Accept from fish in docks;</p>  <p>1: Fetch arrow;</p>  <p>2: Return arrow.</p>	<p>No</p>



***Little Oni***

(3 steps)

0: Accept from Little Oni on Oni island;



1: Ask clerk at book store;



2: Talk to little owl for the book;



3: Deliver book to Oni.

Yes;  
Step 3 *unlocks* bonus  
Rugby event

***Sell House***

(3 steps)

0: Accept from deer in house in bridge garden;



1: Find crab on secret beach;



2: Convince crab;

3: Return to deer house & complete the sale.

Yes;

Step 1 *requires* secret beach unlocked.

***Find Trophy Master***

(4 steps)

0: Initiate by going to the last remaining trophy spot;



1: Talk to stone lions;

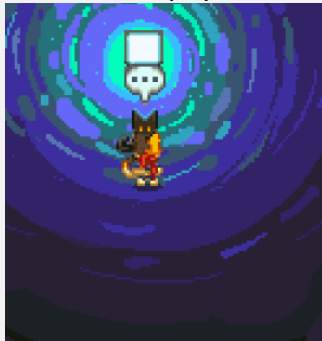


2: Talk to former champion on Oni Island;

3: Find portal;



4: Talk to trophy master;



Yes;

Step 0 *requires* all trophies unlocked.