in-game economies system

Rush of Service

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TEST CASE

When testing the prototype, it was most important to check if the amount of ingredients given to the player would be enough for them to get through numerous different customers whose orders were randomly generated.

The change in the number of customers, the increase in orders and the variety of them would change on a ‘daily’ basis as difficulty increases.

Three different cases were tested, an easy, medium and hard difficulty, menu items and customers increasing each time. Simultaneously, the addition of ingredients was also tested through a performance scale, also randomly generated to account on different players as different skill levels.

The results that would be revealed should hopefully show a challenging yet rewarding experience to a player, this should show in a small amount of ingredients left presented on the hard difficulty yet additional ingredients being more common than losing them.

TEST DATA

The first test found that the quantity of 20 items per ingredient (numbered 1 to 18) would be enough for a player to play through the game, also considering the addition of ingredients as they played the game. These are one of many results found (random generation):

On Easy difficulty, not all menu items and a total of five customers were included in the test to simulate early in game progress as the player unlocks more recipes to use in their menu. As shown in the graph below, players should find no difficulty during this process.

Next tested on Easy difficulty was the addition of ingredients, determined by a randomization of player performance across the five customers. These were the results:

In these results, the player performed perfectly and had an addition to all ingredients. This should help the player extremely as they continue to play the game.

These were the results for Medium difficulty, both for the ingredients used and the addition of ingredients.

Lastly, these were the results for Hard difficulty, both for ingredients used and addition of ingredients.

From these tests, we can evaluate that a total of 20 ingredients for all would prove too easy to the player and result in non-challenging gameplay. Whilst ingredients are added consistently, resulting in a rewarding experience, there is not enough challenge to the player, therefore diminishing the rewards given to the player.

REFLECTION

Due to these test results, the amount of ingredients given to the player was altered to a lesser amount for the larger portion of the ingredients. There were some common ingredients that are used across several recipes that would naturally require a higher quantity. Instead of 20, this amount was lowered to 15.

This proved to be a sufficient number to give a challenging experience to players and ensured that if players wanted to increase their ingredients, they would have to perform well to assist in their gameplay experience.

This was changed to support the challenging and rewarding gameplay that ‘Rush of Service’ is centered around. With lesser ingredients given to the player, it opens up a more strategic, challenging and difficult game for players to invest in for a longer period of time.