Hitman Freelancer

PLAYTEST REPORT
20.11.2022
ALICA ONDREAKOVA

Hitman Freelancer

HITMAN 3 Freelancer is a brand new, single-player mode that introduces rogue-like elements, strategic planning and a customisable safehouse.

Research Objectives

- Gather feedback
- Positive
- Negative
- Crashes/Bugs
- Issues

Procedure

1) Questionnaire

- Conducted Online

- From 10-100 h

- Number of participants 10

2) Sentiment

→ Positive, Negative, Neutral

→ Scraped game forum

→ 768 sentences

3) Topic modelling

→ discover recurring themes

→ should show us main +/-

Participants

- Questionnaire: 10 participants , [20, 50], 1f/9m

- CTT Feedback forum thread

  - Used for both Sentiment and Topic modeling

Sentiment Analysis

- Prerequisites: Google account and some basic knowledge of Python
  https://colab.research.google.com/

- Create or download a dataset, IMBD review one is a good one for starters

- Load the dataset into your notebook, look at its structure

- Apply basic preprocessing: remove, punctuation, lowercase, replace plural forms with singular

- Remove Hapax legomenon(words that are present only once in corpus) and function words (eg. the, a, an), also remove stop words this is corpus dependant

Sentiment Analysis

- If your dataset doesn't have sentiment labels, its advisable to use already trained model

- Label your dataset

- Use word cloud to visualize all positive labels, negative and so on

- More words will be removed as game,hitman etc. are not relevant

- Remove Hapax legomenon(words that are present only once in corpus) and function words (eg. the, a, an)

Topic modeling

- Prerequisites: are same as for Sentiment analysis

- Many models can be used for topic modeling, and best results are when semi supervised learning is used, firstly you label some of abstracts and give them topic afterwards apply some unsupervised alg. To manage the rest

- In my case, there was no need for this. I did topic modeling on positive and negative labels

- I used LDA (Latent Dirichlet Allocation) that is implemented in gensim

- Optimal number of clusters according to Elbow method was 10

Ranking

Positive issues indicate good practice, where the feature worked as intended.

Positive

Critical: This problem has to be fixed in order to allow for a decent user experience.

Critical

High: This problem has a severe impact on the game and negatively influences the user experience.

High

Medium: It has a slight impact on the game and influences the experience a bit.

Medium

Low: It does not have a profound impact on the game.

Low

Findings
Hitman Freelancer

<<GAME SCREENSHOT>>

Questionnaire

What ? Safehouse as pretty as practical

Why ? Person can customize, in every part of house you can do some activity

How ? Questionnaire, Topic modelling, Sentiment

Positive

What ? New features brought by the mode

Why ? Like safehouse, showdown, merces, suspects

How ? Topic modelling, Questionnaire, Sentiment

What ? Was the new mode received well?

Why ? Yes, its on top of word cloud

How ? Questionnaire, Topic modelling, Sentiment

Positive

What ? Music

Why ? Music is really good

How ? Topic modelling, sentiment

Negative

What ? New timed objectives

Why ? A lot of people found issues with timed objectives

How ? Sentiment analysis, Topic modeling

Negative

What ? Loosing all your tools

Why ? Loosing them is too much for most people

How ? Sentiment analysis, Questionnaire, Topic Modelling
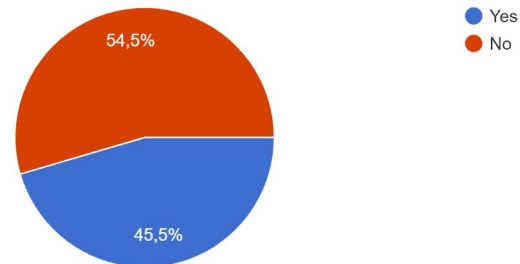
What ? Game crashes

Why ? Server issues, poor optimization

How ? Questionnaire

Did you experience any crashes/problems during your session?

11 odpovedí

- Yes
- No

54,5%

45,5%

What ? No base payout

Why ? You don't assassinate for free

How ? Sentiment analysis, Questionnaire, Topic Modelling

Summary

Summary

- The game needs to be fine tuned
- Loosing all tools was negatively received (maybe a little bit balancing)
- No base payout
- Timed objectives were the most criticized
- Most new features work well
- Also number of suspects was in negative topic modeling (too crowded when map is small)
- Overall the mode is fresh and quite addictive