IMAGE

Super Mario Maker and Difficulty

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Purpose of Document:

This document is intended to provide an exploration into what kinds of levels players decide to play in Super Mario Maker, based on data contained within each level. More specifically, it will try to find if there is a preference for easier more casual levels. This will be determined by the number likes (also known as stars), number of unique players, and the total number of attempts per level for each difficulty. After looking at the data over the entire time period, we will look at the data month by month, and if there is a correlation between the difficulty and the level theme.

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Executive Summary

For as long as platformers have been around, there have always been people who have wanted to create their own levels and publish them to the world. In 2015, Nintendo granted this ability with the release of their new game Super Mario Maker. In it, there is an entire course editor with the different physics engines and features from their most popular 2D Mario releases. Given that the ability to make any level has nearly endless possibilities, especially when you consider the differences between the different games, there is a wide range of difficulty for the levels, leading to Nintendo to include the feature to sort levels by the difficulty of them.

For this report, I want to explore and prove that most players are looking for a more casual/laidback level to play, rather than a super difficult “test your skills” kind of level to play. In addition, I want to prove that the game style of Super Mario World contains the most difficult levels compared to the rest of the themes. This report will attempt to explore how different statistics tracked within the game relate to the difficulty of the level. In this case, we will be looking at the number of likes, unique players, and the total number of attempts that are on each level. In addition, I will explore the difficulty trends over the period in which the data was captured. Provided data was captured over a 6-month period between November 2017 and April 2018. Lastly, I will look at whether there is a correlation between the difficulty of a level and which theme contains the greatest number of difficult levels.

(SUMMARY\_OF\_DATA\_HERE)

Section One – Overall Data:

Section Two – Data Over Time:

Section Three – Difficulty and Level Theme:

Appendix:

Stored Procedures

difficultyOverall: Returns the difficulty statistics for the entire dataset.

Graphical user interface, text, application, email

Description automatically generated

difficultyOverTime: Takes in a month and year input and returns the difficulty statistics for that month and year.

Graphical user interface, text

Description automatically generated

difficultyAndLevelTheme: Takes in a string for the levelTheme and returns the difficulty statistics for each difficulty for the provided theme.

Graphical user interface, text, application, email

Description automatically generated

User Privileges

There are a total of 3 users that have their own roles and privileges. The first user is an Admin, who can perform any action needed on any of the tables. The second user is a DataAnalyst, who can view and make queries on all the data but cannot add or remove data. The last user is a DataManager, who can add and remove data to the database, but cannot perform the DROP command.