

Drastic Statistics - Critique

Gameplay

Good

- The premise has promise; sending runners around the course was enjoyable and had potential to provide some fun gameplay if extended.

Not Good

- There were some unclear terms used (“Activity” should be “Location”); this was due to me being the sole tester and not having an external perspective of how elements would be interpreted by a new player.
- Explanations about how to navigate the course and the relationship between the camera’s location, the position in the course and the effects of using controls at each location were not clear.
- The system implemented for sending runners was somewhat confusing, due to the queuing system (and that it is persistent even when no runners are present) and the delay that often occurs due to runners jostling each other in the ‘queue’ for each obstacle (due to NavMeshAgents being tricky to organise en masse).

Educational Aspects

Good

- The two implemented puzzles required some thought about how the probabilities of success at each obstacle would affect the outcomes for runners both on an individual level and as an overall statistical result.

Not Good

- Due to the randomness involved, even the optimal strategy might yield negative results, which makes it unclear whether success has been achieved.

Key Learning Points

- Probability/ statistics is fundamentally a difficult topic to use as the basis for a game. This is because players like to have direct control over gameplay, ideally with input actions having direct, consistent influences on outputs. This is innately not achieved by many probabilistic systems, so led to difficulties.
- Working on a short-term prototype alone is very difficult; idea generation is much more confined and prone to fixation and development of an interface that is usable is much more difficult without feedback from players who are not informed about the underlying implementation.