Player Difficulties:

timesOfDeathByFallingIntoGap; //number of death by falling into a gap

JUMPER

timesOfDeathByRedTurtle; //number of times Mario died by red turtle

timesOfDeathByGoomba; //number of times Mario died by Goomba

timesOfDeathByGreenTurtle; //number of times Mario died by green turtle

timesOfDeathByArmoredTurtle; //number of times Mario died by Armored turtle

timesOfDeathByJumpFlower; //number of times Mario died by Jump Flower

timesOfDeathByCannonBall; //number of time Mario died by Cannon Ball

timesOfDeathByChompFlower; //number of times Mario died by Chomp Flower

timesOfDeathByFallingIntoGap; //number of death by falling into a gap

JUMPER

jumpsNumber; // total number of jumps

JUMPER

aimlessJumps; //number of jumps without a reason

JUMPER

normalJumpNum

jumpsNumber - aimlessJumps = JumpsNeeded

0.0 ~ 1.0

empirical rule

I am missing the standard deviation number, normalJumpNum.

normalJumpNum -> 0.5

(jumpsNumber - normalJumpNum)

totalCoins; //total number of coins

coinsCollected; //number of coins collected

COLLECTOR

totalCoinBlocks; //total number of coin blocks

coinBlocksDestroyed; //number of coin block destroyed

COLLECTOR, DESTROYER

percentageCoinBlocksDestroyed; //percentage of coin blocks destroyed

COLLECTOR, DESTORYER

completionTime; //counts only the current run on the level, excluding death games

OVERALL, RUSHER

totalTime;//sums all the time, including from previous games if player died

OVERALL

duckNumber; //total number of ducks

timeSpentDucking; // time spent in ducking mode

RUSHER

timesPressedRun;//number of times the run key pressed

RUSHER

timeSpentRunning; //total time spent running

RUSHER

timeRunningRight; //total time spent running to the right

RUSHER

timeRunningLeft;//total time spent running to the left

RUSHER

emptyBlocksDestroyed; //number of empty blocks destroyed

powerBlocksDestroyed; //number of power block destroyed

DESTROYER

kickedShells; //number of shells Mario kicked

HUNTER

enemyKillByFire; //number of enemies killed by shooting them

HUNTER

enemyKillByKickingShell; //number of enemies killed by kicking a shell on them

HUNTER

totalTimeLittleMode; //total time spent in little mode

totalTimeLargeMode; //total time spent in large mode

totalTimeFireMode; //total time spent in fire mode

timesSwichingPower; //number of Times Switched Between Little, Large or Fire Mario

OVERALL

percentageBlocksDestroyed; //percentage of all blocks destroyed

DESTROYER

percentageEmptyBlockesDestroyed; //percentage of empty blocks destroyed

DESTROYER

percentagePowerBlockDestroyed; //percentage of power blocks destroyed

DESTROYER, HUNTER

totalEnemies; //total number of enemies

totalEmptyBlocks; //total number of empty blocks

totalpowerBlocks; //total number of power blocks

Hunter

RedTurtlesKilled; //number of Red Turtle Mario killed

GreenTurtlesKilled;//number of Green Turtle Mario killed

ArmoredTurtlesKilled; //number of Armored Turtle Mario killed

GoombasKilled; //number of Goombas Mario killed

CannonBallKilled; //number of Cannon Ball Mario killed

JumpFlowersKilled; //number of Jump Flower Mario killed

ChompFlowersKilled; //number of Chomp Flower Mario killed

JUMPER

Standard deviation = 3

mean = 14

min = 5

max = 23

Jumper - *aimless jumping -* e^(-1/2 (x/3-4.5)^2)/sqrt(2 π)-  increase gap

Collector - (*Percentage of coins destroyed + percentage of coin block)/2 -* increase coin

Hunter - *total enemies killed percentage* -increase monster

Destroyer - percentage blocks destroyed -increase block

Rusher - completion time - increase level length/complexity