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Solutions for Excercise sheet 3

Exercise 1 – Requirements Elicitation

i Explicitly different situations represented in the following questions.

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Question 1:
    With 'The game' is there ment to be collected information about the game
    (and or it's mechanics) or about the application? Is the to-be-collected
    information supposed to reflect in-game status or general information
    like CPU-usage, RAM-usage, execution time or bandwidth?

Answer 1:
    The collected statistics should be game-related. That is, the game should
    collect statistics about its behavior and mechanics. But we like your idea
    of displaying the ping and currently used bandwidth. Besides the in-game
    statistics, this should also be displayed.

Result 1:
    Collect from within the game useful information for the player.




Question 2:
    Is 'The game' supposed to save the collected information or is it okay to
    begin anew each start?

Answer 2:
    That depends on the kind of statistics.

Result 2:
    Save user-created situation data, but forget (on the long run) environmental
    information (such as ping, CPU load or other physically dependent unnecessary
    information).




Question 3:
    Does 'displaying' mean that the statistics is somehow available for the
    player or might it only be supposed for developers through a (debug)
    console or the like? Display in what form, e.g. 'raw' data in a table
    or does it have to be a nice-looking graphic?
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Answer 3:

    The statistics should always be available for the player to view. Otherwise,
collecting statistics doesn't make much sense. We are not interested in the
development process. If the developers need to display some internal data
for themselves, they very well may do that, but don't bother the player
with that internal gibberish.

Result 3:

    An interface for displaying statistics in a good-looking way to the player
is required. This does not have to be centralized, but accessible and
understandable.

Question 4:

    Should the statistics differ in the their topic, eg. should they be
closely related or cover broader area? How many of them should relate
to the players individual activity, and how many different statistics
are we (the developers) allowed to collect?

Answer 4:

    You (the developers) must collect at least 5 different statistics. The
statistics should be sensible and not too arbitrary. That is, the player
should be able to retrieve information useful to him to evaluate his
gameplay. Therefore, the "topic" or "broader area" depends on the type
of game and the possibly collectible statistics.

Result 4:

    The information collected should be of help for the user to evaluate his
gameplay, or help him in some other sense. Depending on the game different
values migh be of interest.

Question 5:

    The statistics could be saved as a chronological list of events
which allows us to have a clear understanding of when and what
things happend and provide easier support if the player experiences.
Or we could save them in a tablerized way which would have allow
us to compare the different metrics.
For player related statistics we recommend the second option.
Which option would you like us to implement?

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Answer 5:
    Yes, the first part is a good idea. What is being collected is dependent
    on the kind of statistics. This could, e.g. be a replay function where
    the player can review the entire game and evaluate his gameplay.
    The second one could also make sense if the collected statistics allow for
    displaying them in a tabular fashion. This could be overall time spent,
    built units, used resources, etc. Depending on what the game provides
    to collect. We like both ideas. Realize them both if it helps the player
    to understand the implications of the data for his game better.

Result 5:
    Collecting gameplay information is mostly useful for the user and thus
    should be collected and (displayed in a nice fashion). Different ways
    of displaying them might be required depending on the type of statistics.

Before, those interpretations seemed all plausible:

Here are three different Interpretations of the sentence:

The game must collect and display at least 5 different statistics.

Interpretation 1:
    The game collects statistics about the users progress and behaviour,
    and will make them available through either showing it in-game or
    through sharing it on facebook or other social media.

Interpretation 2:
    There will be collected a lot of information about the behavior of
    the application, like memory usage or CPU-utilarisation, effective
    multicore-usage or GPU-load and settings.

Interpretation for the Originality Challenge:
    We consider, that the statistics to be collected is a questionnary
    with several questions (at least 5), which have to be answered by
    every player. The questions should ask for how much the player liked
    the game and (maybe) some (private) information about him if he wants
    to share. Those statistics would then be send to the developers and
    might be displayed in a nice fashion for them (within their part of
    the game).

Exercise 2 – Analysis of Decision Tables

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Exercise 3 – Creation of Decision Tables

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Exercise 4 – Use Cases

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