

## **Questionable Content and the Elbonian cheaters**

When I'm bored and have little to do at Ubisoft, I take on consulting jobs as a data analyst for a little known company called Questionable Content. Questionable Content's claim to fame is the mobile game Creepy Crawlspace Crawlers which is, as the name suggests, a re-imagining of the classical dungeon crawlers from the dawn of computer game history.

Creepy Crawlspace Crawlers is very popular in Elbonia. Actually 99.999% of all its customers are from Elbonia. Elbonia is traditionally known for its pig farming and mud exports. More recently they have also made a name for themselves as very capable cheaters in online games. Most Elbonian gamers don't care that much for the actual game, they just enjoy cheating as much as they possibly can. Cheating, according to the typical gamer from Elbonia, is what really defines a good gamer. They take great pride in finding novel game exploits that will give them an unfair advantage over other players. And bragging rights obviously.

Questionable Content doesn't understand their customer base at all so rather than tapping into this really engaged crowd of cheaters, they would like to ban them all. However, the CEO of Questionable Content fired all of the development staff once the game was released (presumably to avoid paying bonus money to the development team) and is now in a desperate position. So as a last resort he turned to me with some log files he managed to get hold of and simply asked me see if there is any evidence of cheating in the log files.

The assignment:

- Analyze the log file provided (creepy.log) and write down whatever you can learn about the game, and any evidence of cheating.
- Also, if there is anything else that looks odd or buggy please do mention those things.
- Prepare a presentation (Power Point or similar) detailing your findings.
- E-mail the presentation to us. Assuming we like what we see, be prepared to do a brief presentation of your findings at your next interview.

It is also worth mentioning that the definition of cheating is a bit unclear since there are no game designers to ask about the intended usage of certain features (they got all fired you know). This means that it is up to you to define what constitutes cheating within this assignment.

## **Disclaimer**

Just to be clear, the company Questionable Content is fictional, as is the country of Elbonia and the game Creepy Crawlspace Crawlers. Ubisoft is not taking any contract work and I don't have too little to do. Frankly the whole pretext of the assignment is fictional and made up for humorous effect. However, we are serious about the assignment.