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| **Problem Solving (A3) Report** | **Topic:** Damage Calculator for a specific game  **(Suggested Game: Pokémon)** | **Date:** [DATE OF THIS A3] |
|  | **Name:** [NAME OF THE PREPARER] |

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| **1. Identify a Problem** | **PLAN** |  | **4. Propose & Implement Countermeasures** | **PLAN/DO** |
| * When determining the gear/stats for a character in a game, sometimes the player might not know what the most optimal combination for the situation. * Sometimes certain objectives can not be accomplished or reached because of a lack of optimization in gear/stats. * The problem can be contained with an application/tool that allows them to input their gear/stats and figure out what combination is the best for the objective. | |  |  | |
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|  | **PLAN** |  | **5. Check/Evaluate** | **CHECK** |
| 1. Research the damage formulas and its variants of the respective game. 2. Develop a skeleton for the application/tool. 3. Implement all the formulas in their most basic form. 4. Add special cases to the formula if input by the customer. 5. Make a user-friendly interface where the customer only needs to input relevant data and mark special cases if necessary. | |  | ***ASK:***   * Did the countermeasures work? * Was the target achieved * Can I verify that the Root Cause was eliminated (can I turn it off & on) * If the Countermeasure was not effective, why didn’t it work   ***SHOW:***  The results; describe the reliability of the new process  ***TOOLS:***  Line graph, pareto | |
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|  |  |  | **6. Act and/or Standardize** | **ACT** |
| * The problem occurs because:   + The formula is not explained to the player unless they search a third-party website.   + The formula is not a simple one that can be done mentally. * The process to optimize a character would take way longer if you had to recalculate by hand each time you modify an input. | |  | ***ASK:***   * How will we ensure the process continues to work (stays solved)? * What have we learned? * Where else can we apply this learning?   ***SHOW:***  New or changed procedures, plans to apply learning in other areas  ***TOOLS:***  Standard Operating Procedures | |

Template by Ignacio Tampe