# Base ideas for FYP Defining the issue

* Need to identify what constitutes as a video game
* Identification of simulation, virtual toy and an interactive environment
* Identification of the criteria / classification for a video game to be cozy

# Why is it important

* Need to find current gaps in online research (think research based on coziness of games and simulators)
* Finding data to support the ideology of cozy games being a genre that is expanding
* Finding data to support the ideology that genre mixing is becoming more common (Idk about this one, just idea)
* How can this research help the current issue (obvious but just reminder)
* Other aspects outside of the game alone
  + Think marketability, revenue, audience

# Defining difficulty and importance / impact of objectives

* Research different forms of difficulty found in cozy games
  + Comprehensive difficulty
  + Mechanical difficulty
  + Strategic difficulty
  + Grinding / Time investment difficulty
  + Static difficulty
    - Mainly focus on difficulty characteristics found in cozy games (Add sources to back though)
      * Think Cognitive difficulty and in-game systems built around existing difficulties to minimise player disengagement
* Research how difficulty can impact the player and how it can impact the cozy games genre
  + Think like player disengagement, player dissatisfaction and loss of identity
* Find how the use of objectives can make or break a game genre
  + This one is kinda loose, need to think about it a bit more ngl
* Could also investigate how art styling can affect whether a game is cozy or not

# Methods of data collection

* Questionnaire / survey
  + Reason: Collection of public opinion
  + Mainly want to do this to collect data on what games people play that they might think is cozy and what is it that makes said game cozy
  + Quantitative data
    - I would present them games that, based on research done, are within the cozy games genre and have the user rank the games based on a criterion that is to be decided. I would also include games that are not within the cozy games genre so that I can compare the differences between the games and collate the results.
    - Purpose is to find the common factors between the cozy games to determine the user’s expectations when it comes to the cozy games’ genre
  + Qualitive data
    - For this, I would want to ask them to choose a game that they think is a cozy game. With this, I want to ask them what it about the game is they chose that makes the game either cozy or stress-relieving.
    - Purpose is to broaden the scope of games as the games included in the quantitative data may not include the games that the user has played.
  + With this, I do plan on releasing the questionnaire to people within my course and people that are outside the “game” bubble to ensure bias is reduced and to ensure that I get better data.
* Making a game prototyping
  + 3 – 5 different levels
  + Control variables
    - Mechanics
    - Level design / gameplay
    - Artistic styling (this one depends on the scope)
  + Independent variables
    - Difficulty
      * Depending on the scope, can explore objectives and art styles
  + Dependent variables
    - The measurement of how the user felt about each level
    - Probably would have the user do a survey about the level they played and have them rate which levels they found to be cozy and base some statements around the data

# Circumventing bias

* Being aware of bias
* Questionnaire / surveys
  + Going to test from people within the game circle and outside game circle
    - Reduces sampling bias and selection bias
* Game prototype
  + Randomisation of the levels when the user does the testing
    - Should reduce relational bias
    - Confirmation bias maybe an issue if the user knows what I am testing for however it can also help due to the user’s opinion on what a cozy game should be
    - Anchoring bias should also be reduced since the randomisation of the levels ensures that the beginning level is different
    - Recency bias will always be a factor in this so the randomisation of the levels should reduce it

# Time management techniques

* Gantt charts vs Kanban board (Trello board)

## Gantt charts

### Positives

* Clear time management
* Structured planning
* Milestone tracking
* Progress tracking

### Negatives

* Not flexible
* Can be complex (depends on scope)

## Kanban board

### Positives

* Flexible
* Visual workflow
* Visualisation of tasks
* Blocking of tasks
* Continuous delivery

### Negatives

* Not time-based
* No clear finish point

## Planned technique used