

Capstone Project I: Client Interview Questions

Adidas/ASU - eSports analytics: development of in-game behavioral and performance quantification tools

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1. Is there a preferred coding/programming language for the tools?
2. What game/games would you like us to focus on?
3. Are we going to need external hardware to perform tests? If yes, will it be provided?
4. Will the tests be performed on us? Will we need to find others to perform tests on?
5. What sample size should we aim for when gathering results that test these developed tools?
6. Besides just competitive games that have arguably easier progress indicators - should we work on making a general interface to 'positives' and 'negatives' present in a game?
 - Finding diamonds vs getting blown up by a creeper in Minecraft.
 - Wholesome moments vs detriment in a story-driven game.
7. Besides the computer's inputs of mouse and keyboard and the game's outputs of audio and video - are there any other devices/factors we should build the tools around? *Webcam. Microphone. Heart rate monitor. Galvanic skin response. Tightness of grip on the mouse. Force being applied to keys...*
8. Should the tools have graphical user interfaces, or just be accessible on a terminal? If they are to have visual user interfaces, does there currently exist a general sketch or outline of the desired layout?
9. What does our deliverables timeline look like - when are each of the deliverables due, and are there milestones for each of the deliverables that must be submitted along the way?
10. What platform(s) should the tools target? *32-bit & 64-bit? Windows, Linux (Debian, ...), and MacOS? Others?*