The Effects of Epilogues

Dudes in Stats
Framework

- In gameplay, epilogues are provided to players after completely minigames or challenge stacks.
- These epilogues are unique to each situation and have only two possible responses which depend on decisions made and questions answered.
  - Typically a player either receives a good or a bad epilogue (1.0 or 0.0 in the table).
- Of the 166 players studied and recorded in the logs dataset, we found that 112 of them were given at least one epilogue.
Effects

- Our analysis centered around this main question: Does a player’s epilogue response affect how they play the game and is there any specific epilogue scenario where gameplay is much different?
  - We used # of total steps as our response.
- Unfortunately, when analyzing the 13 epilogue scenarios and comparing players who received good and bad responses, we could not form any concrete conclusions.
  - The two plots to the right are the only ones that indicate any substantial difference in means.