

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.

epilogue_item_id	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	21.0	22.0	23.0	24.0
player_id													
6427001	1.0	0.0	0.0	0.0	1.0	NaN	NaN	NaN	NaN	0.0	NaN	NaN	NaN
6427002	1.0	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN
6427004	0.0	NaN	1.0	NaN	0.0	NaN	0.0	1.0	0.0	0.0	0.0	0.0	0.0
6427005	1.0	NaN	1.0	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN
6427006	1.0	1.0	NaN	1.0	1.0	1.0	NaN	NaN	1.0	NaN	1.0	NaN	NaN
...
6626003	1.0	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN
6626004	1.0	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN
6626005	1.0	0.0	NaN	1.0	NaN	1.0	1.0	NaN	NaN	0.0	1.0	1.0	NaN
65670031	1.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	1.0	0.0
65670032	NaN	NaN	1.0	1.0	1.0	1.0	1.0	1.0	1.0	NaN	1.0	1.0	1.0

112 rows x 13 columns

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.

