

I've provided Francesco Fontana's 2018 Game Analysis final assignment as an example of analyzing a game using spreadsheets. This is because it was crucial for Francesco getting a game designer job at Wargaming Helsinki.

Francesco's message to future Game Analysis students:

If you want to be a game design for mobile AND console or PC, you need to have a good understanding of the things you're going to learn in this course. It's crucial, even if you don't want to do any system heavy games, 3/4 of the games have some sort of system that needs to be designed and then balanced. Even narrative-focused indie games like Amnesia have systems like health, oil for the lamp etc, and those systems need to be crafted. So, enjoy this course and try to get as much as possible out of it if you want to do some game design in the future. Regarding my experience, I was hired mainly because I was able to showcase some practical balancing knowledge from this course.

My interview process:

- 4 interviews
- 10% my life and studies
- 60% "Hey, I've got this Hearthstone Analysis I did few months ago, do you wanna check it out?"
- 30% discussions about games and why certain companies made some game design choices here and there.

My tasks as game designer:

- 40% creating and balancing systems on google sheet and ensure that they can be implemented in the game with the current tools
- 30% Designing features and writing detailed documentation about it
- 30% define detailed UX flows and user paths for each feature

Tools: - excel and google sheet are equally accepted, and they are basically the same on 90% of the things.

My personal checklist of the "musts":

- Understand cells and how they can be chained
- Learn how to build functions and how to check the documentation for ready-made ones
- learn how to use \$
- learn how to reference different sheets within the same file so you don't get crazy when someone updates a variable
- learn how to build graphs and get insights

- learn the basics of pivot tables
- conditional formatting, especially to detect errors in complex systems (e.g. Exp value < 0)
- Filters
- review your high-school math knowledge, understanding different curves is enough (exponential, linear, etc..)