## **Alphabear Postmortem**

**David Edery** 

**Twitter: @djedery** 

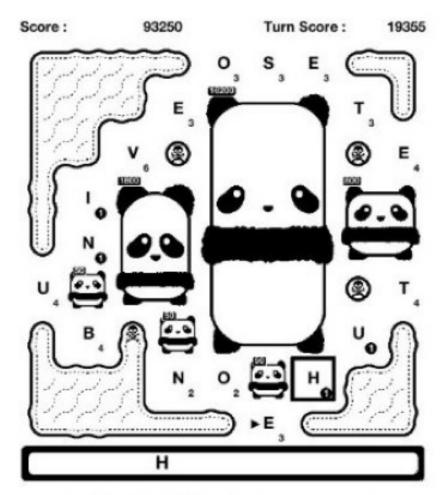




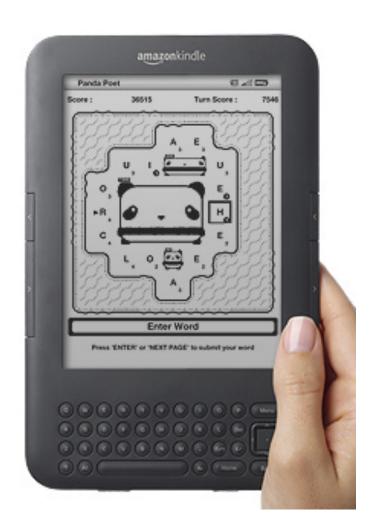












## pandapoet



Menu

Your move...



**12** 

#### Computer



**j** 

+8

have at least 3 letters. Players have 3 days to take their turn.

Pandas don't know the word 'CHEH'

LaughingPanda889 spelled CHEW for 12 points.

There are at least 2 possible words to play.

Computer spelled AWA for 6 points.

There are at least 2 possible words to play.

















#### Alphabear v1:

- No bears to collect or level up
- No chapters or bosses
- Just a daily timed and untimed mode



Reminded us just a little bit too much of....





# 



## 15980



Soal: 20,000 points





Store (tap to buy)

2700



place a crystal

78 left

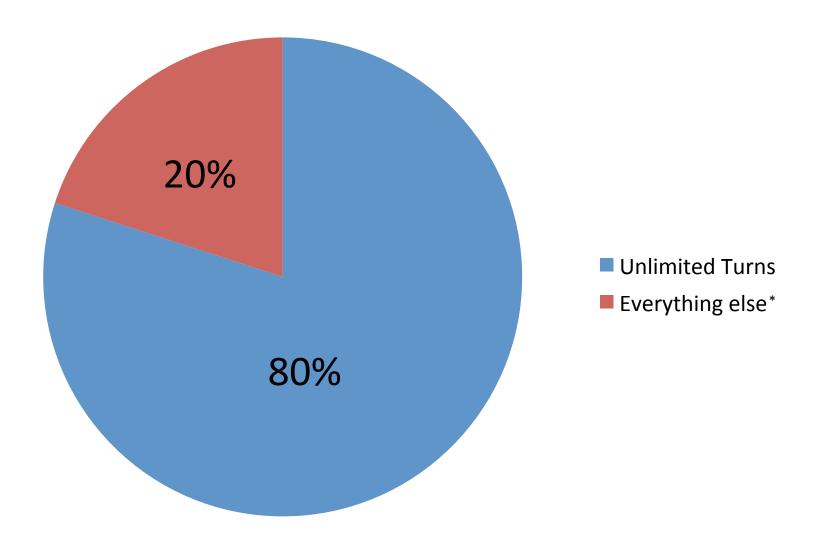
39,260 points

19,070 points

13,790points



## Triple Town IAP revenue, iOS



<sup>\* &</sup>quot;Everything else" is coins, skins & animals

## Triple Town also benefited from luck

- Mobile market far less competitive back then
- Industry goodwill
- Over a dozen big features by Apple & Google
- ...we did not want to count on luck again

So we made some changes...



#### YOUR COLLECTION



#### Categorized by rarity

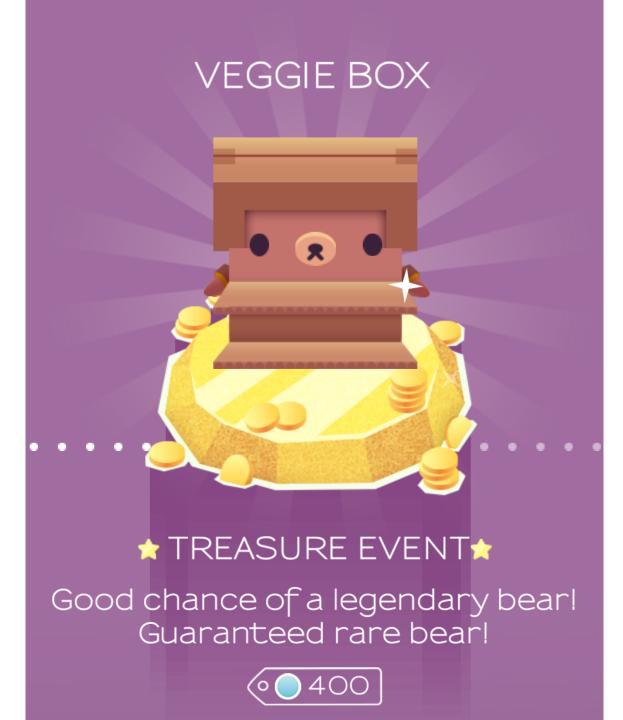
#### Levels & powers

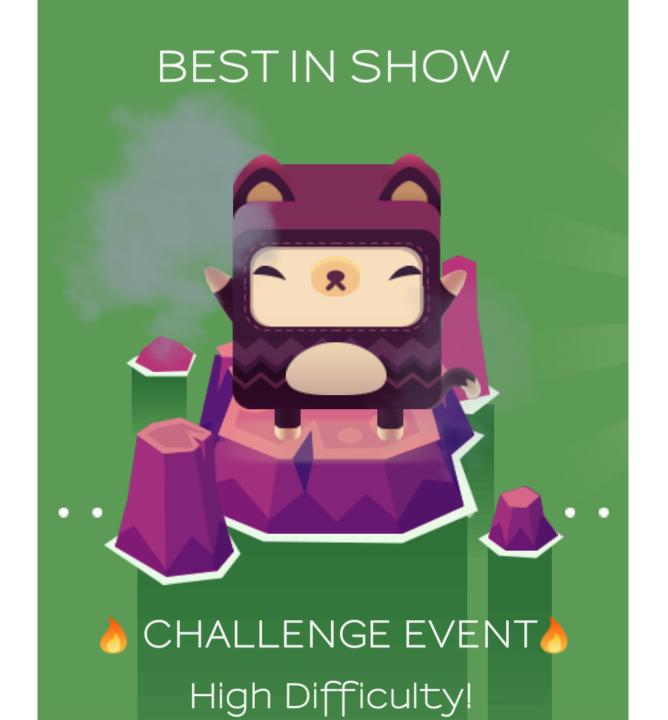
GOLDILOCKS BEAR

LEVEL 1/50

OO pts for exactly 3 bears







## And after all that work...

- Spending on consumables was ZERO ☺
- Retention barely changed
  - Players didn't see the benefit of legendary bears
  - Players didn't appreciate bear powers
  - Players didn't feel enough sense of progression

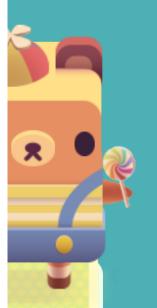
So we made some more changes...



## CHAPTER 5 PEOPLE



**EXAM** 

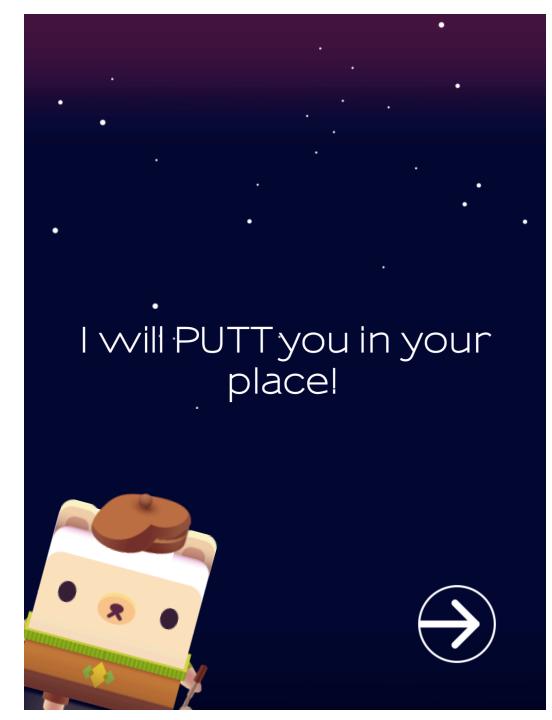


FRIDAY BUNGABUNGA



NIGH<sup>-</sup>





## CHAPTER 9 SPACE

**BOSSY BOSS** 

To Unlock:
Earn a gold egg in
10 more unique daily events

#### OCTO BEAR

RARE Level 2/100

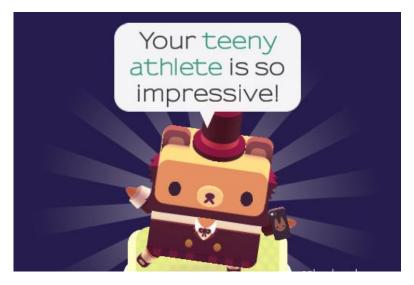
Final score bonus 316%+624 pts for 8-letter words



## And then bear-speech!



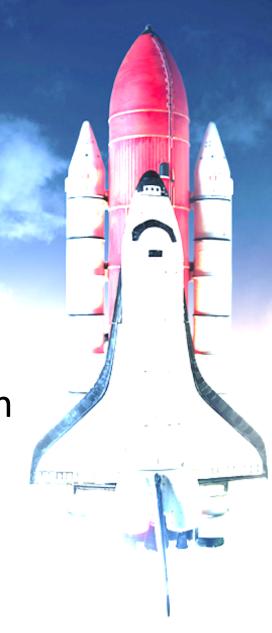








- No idea what our ARPU will be
- Just added a huge, complex campaign
- Viral feature we're afraid to beta
- WW LAUNCH!!!



#### Top Free in Games



1. Agar.io Miniclip.com







2. Despicable Me Gameloft



FREE



3. Inside Out Thoug Disney







4. Subway Surfers Kiloo









9. Solitaire





10. Alphabear Spry Fox LLC







King





FREE

12. Temple Run 2 Imangi Studios



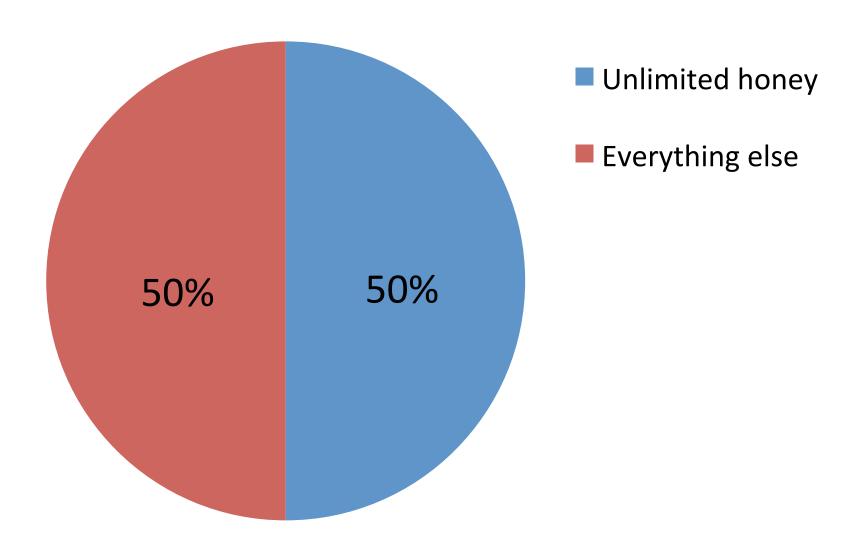




5. CI

Supe

## Alphabear IAP revenue, iOS

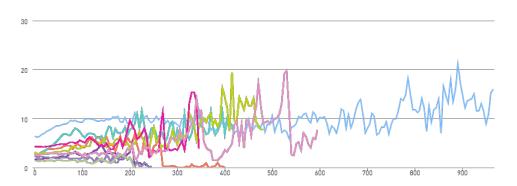


Note: retention was largely unchanged!

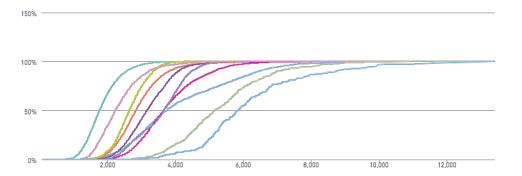
### Post-launch issues

- Balancing chapters... hard work!
- -% players spending is up, but amount is low
- Complaints about coin economy from payers
- People don't realize they can regen the photos

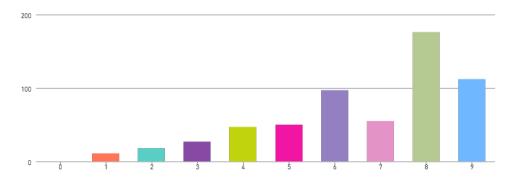
#### Daily Num Rocks by Prior Dailies



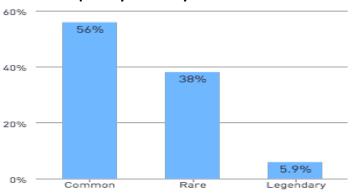
#### Best of Five Post Handicap Raw Score on Boss



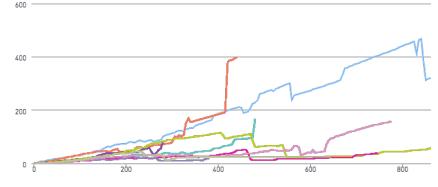
#### Mean Games in Chapter Before First Boss Gold



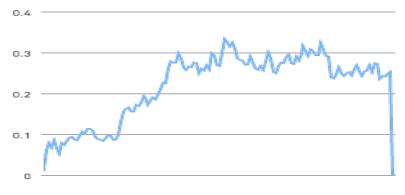
#### Wakeups by Rarity



#### **Total Daily Golds by Prior Games**



#### Wakeups per Play Day by Date



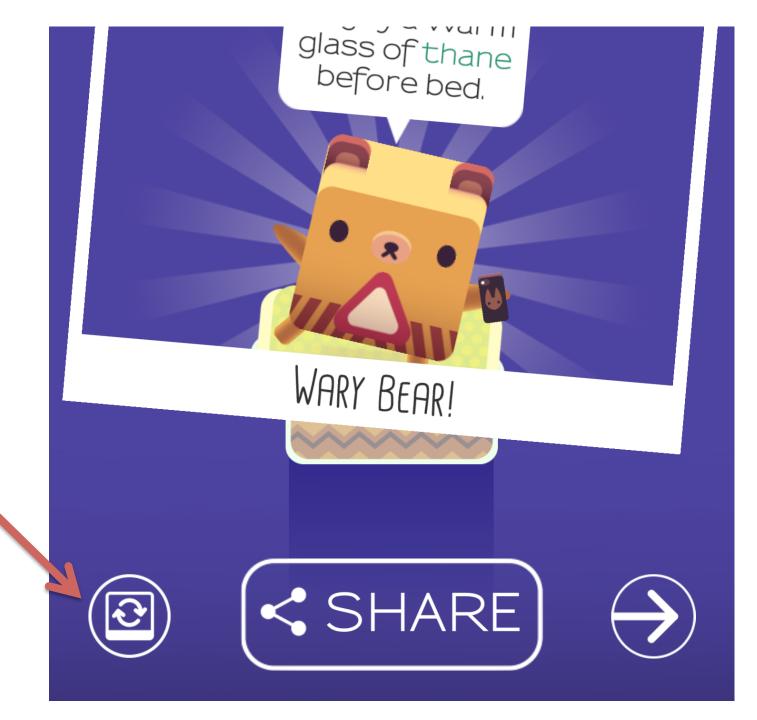
## **HOURLY COIN BONUS!**

Collect your bonus every 24 hours to keep the coins flowing!

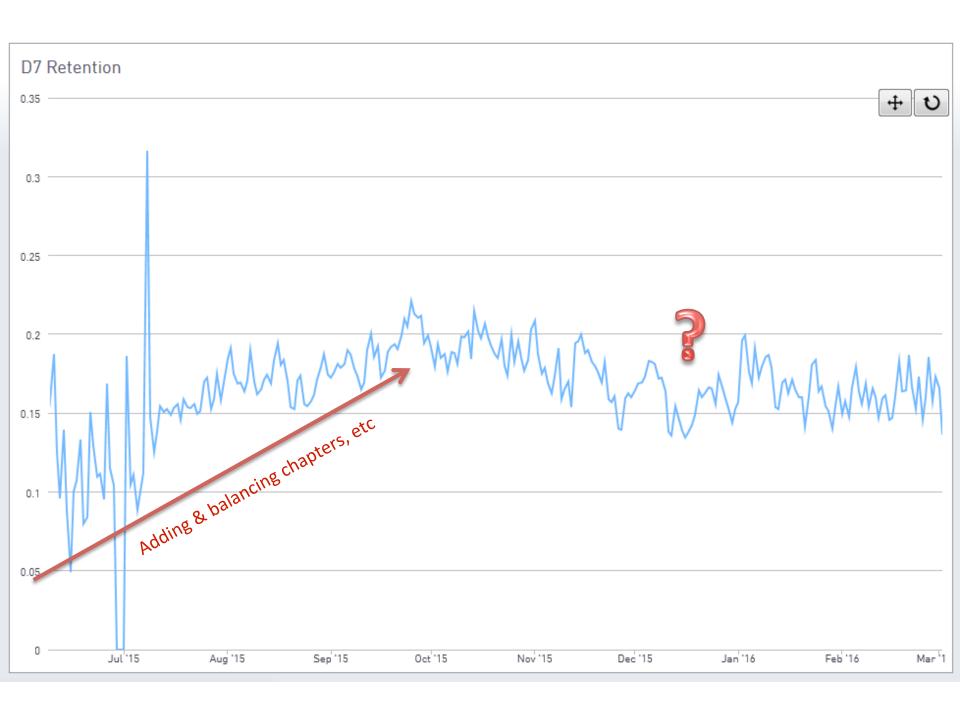
(it's been 2 days since your last bonus)

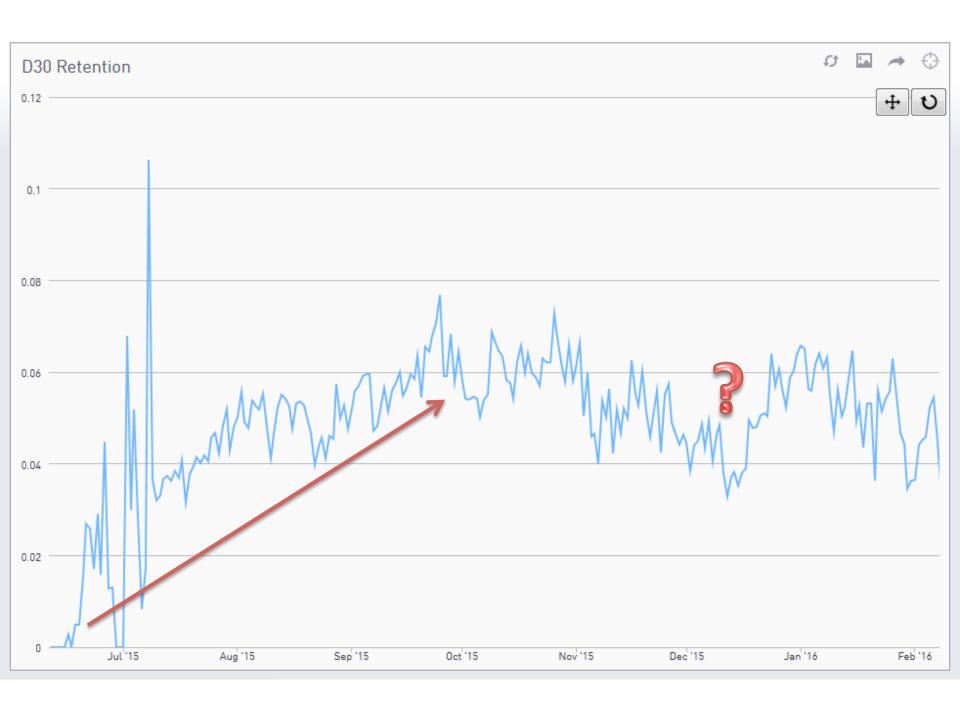






PLEASE TAP ME!





#### Bacon Bear

LEVEL 2

Final score bonus1520%

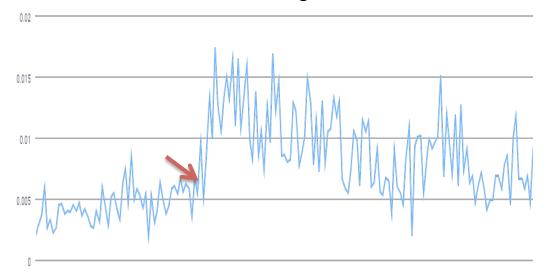
+15 seconds in timed mode

There's a lot more bears in there! Keep this one and collect another?

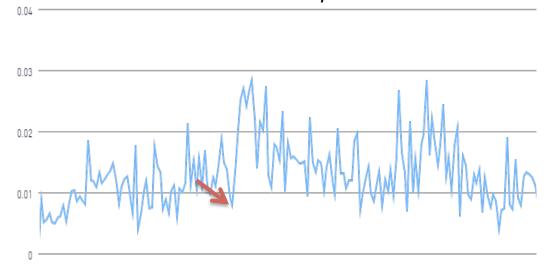
ADOPTONE MORE BEAR?



#### Currency Net Revenue per Player Day (Android) 3x increase, 50% higher ARPDAU



## Currency Net Revenue per Player Day (iOS) ...lesser Impact



## OK, it's no longer totally broken... Now what?

## **Special Events!**





## CHALLENGED BY Eloisa

Want to play this an Untimed event and complete the photo? Do well and you'll get a prize!







#### Offline mode

Connect to the Internet to access the full game

E EASY MED OFFLINE EASY TIMED OFFLIN UNTI

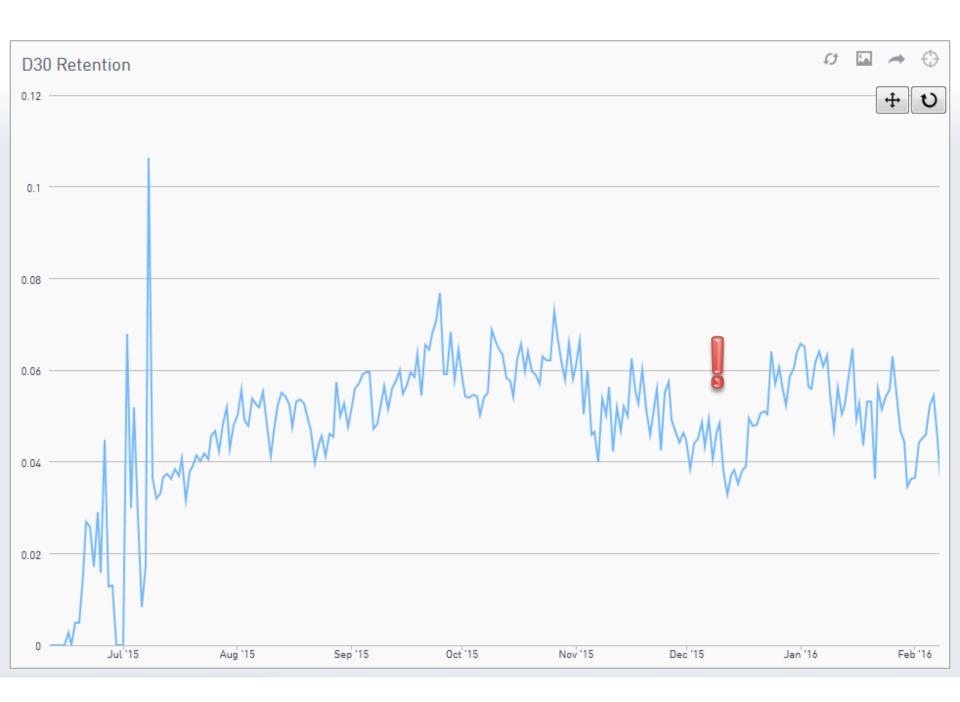




90 Seconds Timer

High Score: 1429pts





Once you've gotten all the obvious kinks out, improving retention is HARD

## **Takeaways**

- We were too casual about metagame design
- Launched great features w/ insufficient polish
- We went greatly over budget...
  - ...but our budget was overly optimistic
- Lucky that we listened to our quietest team members
- Re-learned that improving retention is hard



## Thank you!

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