CLAIMS

1. A computer-implemented evaluation method for a game, comprising the steps of:

(A) converting a plurality of heterogenous, non-standard masters defining relationships between player actions and outcome items, in a nested or non-nested structure, into a standard master having a format uniformized among a plurality of games;

(B) calculating multiplication of an expected value of acquisition and consumption of an item when a player performs an action, and an assumed number of times of the action performed by the player on a basis of a parameter defined in the standard master; and

(C) visualizing a balance of the item on a basis of a result of the multiplication.

2. The computer-implemented evaluation method according to claim 1, further comprising the steps of:

(D) changing the parameter in accordance with an instruction for changing the parameter; and

(E) re-calculating the multiplication of the expected value and the assumed number of times on a basis of the parameter that is changed, and visualizing a balance of the item on a basis of a result of the re-calculating of the multiplication.

3. The computer-implemented evaluation method according to claim 2, wherein the steps (D) and the (E) are repeated until the balance becomes a predetermined value or smaller.

4. The computer-implemented evaluation method according to claim 1, wherein in the step (C), a change in the balance of the item over time is visualized.

5. The computer-implemented evaluation method according to claim 4, wherein in the step (C), a change in an acquired amount and a consumed amount of the item over time is further visualized.

6. A game evaluation apparatus comprising a memory storing a processor and a command, wherein the game evaluation apparatus comprises:

(A) a means for converting a plurality of heterogenous, non-standard masters defining relationships between player actions and outcome items in a nested or non-nested structure, into a standard master having a format uniformized among a plurality of games;

(B) a means for calculating multiplication of an expected value of acquisition and

consumption of an item when a player performs an action, and an assumed number of times of the action performed by the player on a basis of a parameter defined in the standard master; and

(C) a means for visualizing a balance of the item on a basis of a result of the multiplication.

7. A non-transitory computer storage medium storing a game evaluation program ,when executed by a computer, causes the computer to:

(A) convert a plurality of heterogenous, non-standard masters defining relationships between player actions and outcome items, in a nested or non-nested structure, into a standard master having a format uniformized among a plurality of games;

(B) calculate multiplication of an expected value of acquisition and consumption of an item when a player performs an action, and an assumed number of times of the action performed by the player on a basis of a parameter defined in the standard master; and

(C) visualize a balance of the item on a basis of a result of the multiplication.

8. A computer-implemented evaluation method for application software, comprising the step of:

(A) converting a plurality of heterogenous, non-standard masters defining relationships between player actions and outcome items, in a nested or non-nested structure, into a standard master having a format uniformized among a plurality of games;

(B) calculating multiplication of an expected value of acquisition and consumption of an item when a user performs an action, and an assumed number of times of the action performed by the user on a basis of a parameter defined in the standard master; and

(C) visualizing a balance of the item on a basis of a result of the multiplication.