

HolyDead Feedback Analysis – Round 2

Dawood Parhiar

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1. Dataset Overview

```
head(survey_data)
```

```
# A tibble: 6 x 12
  id start_time      completion_time email  name
<dbl> <dtm>      <dtm>      <chr>  <lgl>
1     1 2025-03-11 11:00:28 2025-03-11 11:10:23 anonymous NA
2     2 2025-03-11 11:08:20 2025-03-11 11:10:56 anonymous NA
3     3 2025-03-11 11:10:23 2025-03-11 11:11:48 anonymous NA
4     4 2025-03-11 11:10:31 2025-03-11 11:12:06 anonymous NA
5     5 2025-03-11 11:08:19 2025-03-11 11:12:28 anonymous NA
6     6 2025-03-11 11:11:08 2025-03-11 11:12:29 anonymous NA
# i 7 more variables: what_is_your_age_group <chr>,
#   what_aspects_of_the_game_you_like_most <chr>,
#   what_would_make_this_game_more_exciting_in_your_opinion <chr>,
#   if_you_encountered_any_bugs_in_the_game_play_please_state_below <chr>,
#   what_improvements_would_make_the_game_better_in_your_opinion <chr>,
#   additional_feedback <chr>,
#   how_well_would_you_rate_your_overall_fun_factor_of_playing_this_game <dbl>
```

```
str(survey_data)
```

```
tibble [16 x 12] (S3: tbl_df/tbl/data.frame)
  $ id                                     : num [1:16] 1 2 3 4 5
  $ start_time                           : POSIXct[1:16], format: "2025-03-11 11:00:28"
  $ completion_time                      : POSIXct[1:16], format: "2025-03-11 11:10:23"
  $ email                               : chr [1:16] "anonymous"
```

```

$ name : logi [1:16] NA NA NA
$ what_is_your_age_group : chr [1:16] "19-23 years"
$ what_aspects_of_the_game_did_you_like_most : chr [1:16] "The style of play"
$ what_would_make_this_game_more_exciting_in_your_opinion : chr [1:16] "an easier to learn"
$ if_you_encountered_any_bugs_in_the_game_play_please_state_below : chr [1:16] "The energy was low"
$ what_improvements_would_make_the_game_better_in_your_opinion : chr [1:16] "more engaging"
$ additional_feedback : chr [1:16] NA "/" NA
$ how_well_would_you_rate_your_overall_fun_factor_of_playing_this_game : num [1:16] 3 5 3 5 3 5 3 5 3 5 3 5 3 5 3 5

```

2. Fun Factor Rating (Donut Chart)

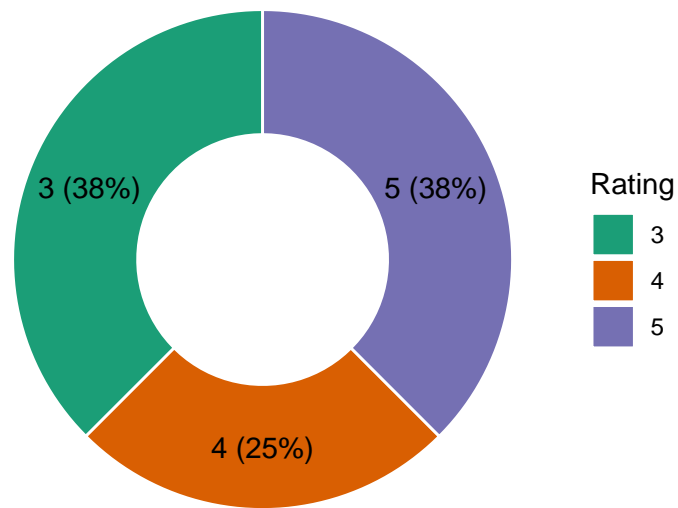
```

fun_counts <- survey_data %>%
  count(how_well_would_you_rate_your_overall_fun_factor_of_playing_this_game) %>%
  mutate(percentage = n / sum(n),
         label = paste0(how_well_would_you_rate_your_overall_fun_factor_of_playing_this_game, " (", n, ")"))

ggplot(fun_counts, aes(x = 2, y = percentage, fill = as.factor(how_well_would_you_rate_your_overall_fun_factor_of_playing_this_game))) +
  geom_col(width = 1, color = "white") +
  coord_polar(theta = "y") +
  xlim(0.5, 2.5) +
  theme_void() +
  geom_text(aes(label = label), position = position_stack(vjust = 0.5)) +
  scale_fill_brewer(palette = "Dark2") +
  labs(title = "Fun Factor Rating (1-5)", fill = "Rating")

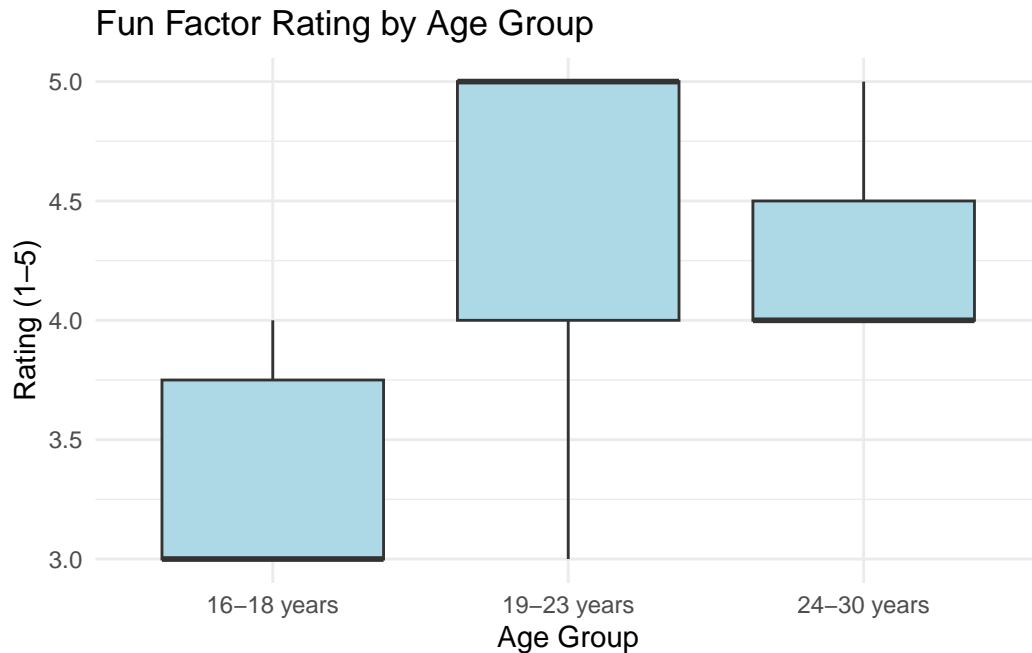
```

Fun Factor Rating (1–5)



3. Fun Factor by Age Group (Boxplot)

```
ggplot(survey_data, aes(x = what_is_your_age_group , y = as.numeric(how_well_would_you_rate_)) +  
  geom_boxplot(fill = "lightblue", outlier.color = "red", outlier.shape = 8) +  
  labs(title = "Fun Factor Rating by Age Group", x = "Age Group", y = "Rating (1-5)") +  
  theme_minimal()
```



4. Word Cloud: What Did Players Like Most?

```
liked_text <- na.omit(survey_data$what_aspects_of_the_game_did_you_like_most)
if (length(liked_text) > 0) {
  corpus <- Corpus(VectorSource(liked_text)) %>%
    tm_map(content_transformer(tolower)) %>%
    tm_map(removePunctuation) %>%
    tm_map(removeNumbers) %>%
    tm_map(removeWords, stopwords("en"))

  wordcloud(corpus, max.words = 100, colors = brewer.pal(8, "Dark2"))
} else {
  print("No responses available for this section.")
}
```

Warning in tm_map.SimpleCorpus(., content_transformer(tolower)): transformation drops documents

Warning in tm_map.SimpleCorpus(., removePunctuation): transformation drops documents

Warning in tm_map.SimpleCorpus(., removeNumbers): transformation drops documents

Warning in tm_map.SimpleCorpus(., removeWords, stopwords("en")): transformation drops documents



Warning in wordcloud(corpus, max.words = 100, colors = brewer.pal(8, "Dark2")): good could not be fit on page. It will not be plotted.

5. Word Cloud: Suggestions for Improvement

```
improve_text <- na.omit(survey_data$what_would_make_this_game_more_exciting_in_your_opinion)
if (length(improve_text) > 0) {
  corpus2 <- Corpus(VectorSource(improve_text)) %>%
    tm_map(content_transformer(tolower)) %>%
    tm_map(removePunctuation) %>%
    tm_map(removeNumbers) %>%
    tm_map(removeWords, stopwords("en"))

  wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2"))
}
```

```
} else {  
  print("No suggestions recorded.")  
}
```

Warning in tm_map.SimpleCorpus(., content_transformer(tolower)): transformation drops documents

Warning in tm_map.SimpleCorpus(., removePunctuation): transformation drops documents

Warning in tm_map.SimpleCorpus(., removeNumbers): transformation drops documents

Warning in tm_map.SimpleCorpus(., removeWords, stopwords("en")): transformation drops documents

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): platforming could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): damage could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): advance could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): stages could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): mechanic could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): combat could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): taking could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): seemed could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): weapons could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): instead could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): introducing could not be fit on page. It will not be plotted.



Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): losing could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): actually could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): dash could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): checkpoints could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): puzzles could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): replenished could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): intense could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): use could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): maybe could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): completely could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): next could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): variety could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): short could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): plot could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): disposal could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): possibly could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): thing could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): lore could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): exciting could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): gets could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): spells could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): enemies could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): course could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): attacks could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): game could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): think could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): parry could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): times could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): essence could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): fades could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): interactivity could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): danger could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): starts could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): underpowered could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): challenge could not be fit on page. It will not be plotted.

Warning in wordcloud(corpus2, max.words = 100, colors = brewer.pal(8, "Dark2")): explanation could not be fit on page. It will not be plotted.

6. Bug Reports Summary

```
bug_text <- na.omit(survey_data$if_you_encountered_any_bugs_in_the_game_play_please_state_be
if (length(bug_text) > 0) {
  corpus3 <- Corpus(VectorSource(bug_text)) %>%
    tm_map(content_transformer(tolower)) %>%
    tm_map(removePunctuation) %>%
    tm_map(removeNumbers) %>%
    tm_map(removeWords, stopwords("en"))

  wordcloud(corpus3, max.words = 100, colors = brewer.pal(8, "Dark2"), random.order = FALSE)
} else {
  print("No bug reports submitted.")
}
```

Warning in tm_map.SimpleCorpus(., content_transformer(tolower)): transformation drops documents

Warning in tm_map.SimpleCorpus(., removePunctuation): transformation drops documents

```
Warning in tm_map.SimpleCorpus(., removeNumbers): transformation drops documents
```

```
Warning in tm_map.SimpleCorpus(., removeWords, stopwords("en")): transformation drops documents
```



A word cloud visualization of player feedback. The words are arranged in a vertical stack, with 'damage' at the top in orange, followed by 'quit' in orange, 'game' in grey, 'button' in grey, 'enemies' in grey, and 'work' in grey at the bottom. The words are of varying sizes, with 'game' and 'enemies' being the largest.

Conclusion

This analysis summarizes key sentiments and suggestions from players based on the second feedback round for HolyDead. The visualizations provide insights into fun factor perception, frequent issues, and improvement ideas to iterate on the next version.