Player Survey

This is a quick survey to provide feedback so that we can make better dungeons.

1. Which kind of player in Bartle’s Taxonomy do you identify as?  
     
   explorer, social, acheivers
2. Did you find the game interesting?  
     
   yush! Train was beautiful. It was good.
3. Did you find the dungeon interesting?  
     
   I kept finding more things. The thing where you narrate is interesting.
4. Did you feel like what you did in the dungeon mattered outside of the dungeon?  
     
   I got to know 3 new people IRL today!
5. Did you think that the dungeon was easy, hard or punishing?  
     
   between easy and hard. It was good. We were lucky that they only tagged people with shields. Group balance was good, if we hadn’t, we’d have gotten wrecked.
6. Where you ever frustrated by not knowing where to go next?  
     
   not really. Got eagle eye to thank for that, also not deep test. I’m glad I got concussed. Nice touch. Weird level balance of power. I really wanted to blow up the building. New movement system is too slow.
7. Did you feel like there was more than one way to solve some of the problems you faced?  
     
   Mr. Det cord, yes. We could’ve investigated. “There were so many people to shoot, it was great.” “killing people is a shiny thing.” ~Sarah
8. How many objectives did you have? What where they?
9. Where the objectives interesting? Where they fun?
10. Where the enemies interesting? Where they fun?  
      
    Mr. Stupid Cowboy hat was fun. I enjoyed seeing other robots. Variety of enemies was good.
11. Where your options as a player fun? Where they interesting?

Minus the concussion, yes they were.