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 and Killer
2. Did you find the game interesting?  
   Absolutely!!!!!
3. Did you find the dungeon interesting?  
     
   oh ya!!!! I was afraid we weren’t gonna catch Callihan!  
   Give Marquee Duharte a medal!!!!!
4. Did you feel like what you did in the dungeon mattered outside of the dungeon?  
     
   ya! We captured Callihan!!!!
5. Did you think that the dungeon was easy, hard or punishing?  
     
   Difficult, but the right amount of hard. We were sweating bullets when we were doing our maneuvers.
6. Where you ever frustrated by not knowing where to go next?  
     
   um no. We played it pretty smart. Plus, we’d already played it.
7. Did you feel like there was more than one way to solve some of the problems you faced?  
     
   Absolutely!
8. How many objectives did you have? What where they?  
     
   Capture Callihan, explore the map. Kill people? We didn’t have to kill them; but there are no non-lethal option in the game. It would be nice if we had the option to have more non-lethal weapons or something. Sleep darts, sleep gas, garrote? (we door breached the door)
9. Where the objectives interesting? Where they fun?  
     
   yes. Ya! Capturing callihan, I didn’t expect us to do it.
10. Where the enemies interesting? Where they fun?  
      
    uhhhhh…. Ya. I liked the more in-depth descriptions more this time. I understood the enemies more this time.
11. Where your options as a player fun? Where they interesting?  
      
      
    yes! Hahahah! Oh ya! We discussed the options in depth. We also hacked the SAM turret, so that was cool.