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?
2. Did you find the game interesting?  
     
   ya! ☺
3. Did you find the dungeon interesting?  
     
   yes! Although, I would like to see more inclusion of skills.
4. **Did you feel like what you did in the dungeon mattered outside of the dungeon?**  
   Not really, shooting unmemorable enemies. COD feel. Couldn’t explore much, in a rush because of the chase.  
   it was an extension of the tutorial mission. Each time fighting the enemies felt the same. Maybe more variety?   
   Really enjoyed friendly NPCs; someone to interact with. Like that you can’t just shoot everyone you see.
5. **Did you think that the dungeon was easy, hard or punishing?**  
   Not super easy, not super difficult. Made people work together. We had to think tactically.  
   As hard as we made it for some parts. Film technique: if you’re going to have a surprise weapon, have it show beforehand (like used on an NPC).  
     
   Class masters in RP in tutorial? Firing range demonstrations.
6. **Where you ever frustrated by not knowing where to go next?**  
     
   Not even remotely. Felt pretty linear. Didn’t know which track to take once, but we kinda liked that. Crossroads thing, tip your hand a little better. Leave more signs. Foreshadow. Some disagreement, we didn’t have tracking skill that was penalized.
7. **Did you feel like there was more than one way to solve some of the problems you faced?**  
   Not really; Shoot ‘em. How you shoot ‘em had some variance, but it came down to violence.   
   If you can’t explore and make a mistake, you can’t solve things differently. You can’t experiment. Combat keeps people working together though, but it keeps us from exploring if there’s the fear of death.  
   It would be really fun to play as someone who isn’t just an ECSC grunt. Contracter that takes bounties? Really, do anything new.
8. **How many objectives did you have? What where they?**Clear the zone, stop the badguy we were chasing and get info from the guy who survived.Hey! Also loot the area! Hack a plane, steal a gun!  
   Don’t die.Think tactically and work tactically as a squad.The smoke was the most exciting thing for me; I’m a melee character so the open firefight would’ve been counterintuitive otherwise.
9. **Where the objectives interesting? Where they fun?**  
   Definitely.
10. **Where the enemies interesting? Where they fun?**  
    variation of people and robots, some people who shot crazy well. They weren’t named, badged or showy. Cool if when we rolled perception checks, got some info on the guys we saw.  
    guys with leaves on heads had personality. Silenced pistol guy had personality. Aggravating, but determined to kill.
11. **Where your options as a player fun? Where they interesting?**  
    I think so. I think the options we had were great. We had good variety in combat. The best part of the game is the options. That’s beautiful. Jerry rigging = spear!?! Fantastic! Unconventional (read: unconditional) maneuvering!?! Great!