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?**  
   various
2. **Did you find the game interesting?**yes
3. **Did you find the dungeon interesting?**  
   yes?
4. **Did you feel like what you did in the dungeon mattered outside of the dungeon?**  
   no, everything blew up, so nothing we did mattered
5. **Did you think that the dungeon was easy, hard or punishing?**Almost too easy. There was no direction as to how we should move or communicate for new players.
6. **Where you ever frustrated by not knowing where to go next?**Not really. No.
7. **Did you feel like there was more than one way to solve some of the problems you faced?**yes? The later problems, no. It was pistols only.
8. **How many objectives did you have? What where they?**Each had the initial assigned objective, then the group objective to shoot the robots. Other people had exploration objectives. Don’t tell people that these characters aren’t their main characters.
9. **Where the objectives interesting? Where they fun?**As much fun as you could for a tutorial.  
   Speed it up. That would make it more fun.  
   Earlier was more fun, the combat took a long time.Smaller map? Park robots in middle of map so everyone gets a piece of ‘em.   
   Very good cover tutorial, but we could put them behind barriers to give good understanding of taking cover. It should say in the rules that firing removes the benefits of hunkering.
10. **Where the enemies interesting? Where they fun?**Looked cool, but were too easy to kill given how high tech they were. Change the narrative, so that they aren’t necessarily so high tech. The tire was about the right difficulty to kill. +30 DC to moving was good.   
    easy kill enemies were good for a tutorial.
11. **Were your options as a player fun? Were they interesting?**Unlimited options with initial challenges fun. Being able to attempt to stop the escape car was fun too.