

# Quake Deathmatch Map Feedback 2nd Prototype (Dat)

3

Responses

03:16

Average time to complete

Active

Status

1. Please rank your overall enjoyment of the map.

3

Responses



9.00 Average Rating

2. How much experience with multiplayer shooter games do you have? (1: Not much; 10: Tons)

3

Responses

7.67

Average Number

3. How much experience with Quake do you have? (1: Not much; 10: Tons)

3

Responses

3.67

Average Number

4. How many kills (aka "frags") did you get in the match? Leave blank if you are unsure.

3

Responses

Latest Responses

"13"

"25"

"1"

5. How many kills (aka "frags") did the first place player get in the match? Leave blank if you are unsure.

3  
Responses

Latest Responses

"25"  
"25"  
"25"

6. It was easy to learn the layout of the map and I didn't feel lost. (1: Disagree; 10: Agree)

3  
Responses



9.00 Average Rating

7. I could easily find other players.

3  
Responses



8.33 Average Rating

8. I spawned in a relatively safe spot as opposed to immediately dying.

3  
Responses



7.33 Average Rating

9. The map featured clear landmarks and focal points.

3  
Responses



8.67 Average Rating

10. The amount of pickups felt appropriate and they were placed in locations that made sense.



11. Pickups are positioned to draw players into contested areas and encourage the use of the whole map.



12. The layout facilitated strategic choices and led to interesting and varied fights.



13. There were no dead ends and each area felt connected to at least two other areas.



14. There was an appropriate amount of cover in the map.



15. Straight corridors and sightlines were appropriate in size and not excessively long.



16. The map made good use of verticality / height contrast.



17. Paths in the map are wide enough and it's easy to travel through the map at full speed without getting hung up on collision.



18. The map included areas to jump up and fall down that promoted flow and were fun and not frustrating.



19. Map geometry includes props and architectural and sculptural details that help evoke a clear theme and sense of place.



20. Please describe any areas or elements that felt especially good or fun.

3  
Responses

Latest Responses

- "The middle area of the map was fun because it had the water portion of...
- "The secret Rocket Launcher in the water was a fun surprise that makes ...
- "The first floor and water area were nice"

21. Please describe any concerns or elements that felt like they needed improvement.

3  
Responses

Latest Responses

- "The water could be made see through so people won't just camp down t...
- "Rockets feel a lil too overpowered in the small areas, so lowering/remov...
- "Maybe have more areas with room to use the explosives, move the spa...

22. Please share any other feedback you might have. Thanks!

3  
Responses

Latest Responses

- "I enjoyed this map and had a lot of fun playing it."
- "Great layout and definitely fun close-quarters map"
- "I really enjoyed it man"