

Quake Deathmatch Map Feedback 3rd Prototype (Dat)

3

Responses

02:29

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

7.33

Average Number

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

3

Responses

4.33

Average Number

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

3

Responses

Latest Responses

"40"

"20"

"16"

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

"40"
"40"
"8"

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



9.00 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



9.00 Average Rating

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

3

Responses



8.33 Average Rating

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

3

Responses



9.33 Average Rating

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

3

Responses



9.00 Average Rating

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

3

Responses



9.33 Average Rating

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

3

Responses



8.00 Average Rating

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

3

Responses



8.00 Average Rating

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

3

Responses



8.33 Average Rating

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.

3

Responses



8.33 Average Rating

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

3

Responses



9.00 Average Rating

19. Textures are aesthetically pleasing and help evoke a clear theme or sense of place.

3

Responses



9.33 Average Rating

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

3

Responses



9.00 Average Rating

21. Lighting helps guide players and also helps evoke the map's theme and sense of place.

3

Responses



9.00 Average Rating

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

Latest Responses

3

Responses

"The textures worked well with the map and felt great."

"The area that I felt was especially fun was the second floor because the ...

"It was a nice flow overall in getting to places"

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

Latest Responses

3

Responses

"The rocket is a bit too powerful and I dominated with it within small are...

"I felt like the map was overall really well put together."

"Maybe widen hallways or make some parts less full of cover? Idk, it feels...

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

Latest Responses

3

Responses

"Great textures and the layout feels much more open this time. Nice ma...

"I enjoyed playing the game it was a lot of fun."

"I really enjoyed the map "