Forms(https://www.office.com/launch/forms?auth=2)   ?

Quake Deathmatch Map Feedback (Dat)

3	04:11	Active
Responses	Average time to complete	Status

1. Please rank your overall enjoyment of the map.

3	★ ★ ★ ★ ★ ★ ★ ★ ★ ★
Responses	9.67 Average Rating

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

3	8.67
Responses	Average Number

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

3	2.67
Responses	Average Number

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

Latest Responses

3	*"7"*
Responses	*"12"*
	"20"

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

3	Latest Responses
Responses	*"20"*
	"20"
	"20"

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

★ ★ ★ ★ ★ ★ ★ ★ ★ ☆

9.33 Average Rating

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

3

Responses

★ ★ ★ ★ ★ ★ ★ ☆ ☆ ☆

7.00 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

★ ★ ☆ ☆ ☆ ☆ ☆ ☆ ☆ ☆

2.00 Average Rating

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

3
Responses

★ ★ ★ ☆ ☆ ☆ ☆ ☆ ☆ ☆

2.67 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

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

9.67 Average Rating

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

3
Responses

★ ★ ★ ★ ★ ★ ★ ★ ★ ☆

9.33 Average Rating

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

3

Responses

★★★★★★★★★☆

9.33 Average Rating

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

3

Responses

★★★★★★★☆☆☆

7.33 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

★★★★★★★☆☆☆

7.00 Average Rating

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

3

Responses

★★★★★★★★☆☆

8.00 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

★ ★ ★ ★ ★ ★ ★ ★ ★ ☆

9.33 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.

3
Responses

Latest Responses

"*The drop down to the water was very satisfying*"

"*Map was really well done, you were able to see players from a distance ...*

"*The center's use of water made an interesting dynamic to gunfights and...*

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

2
Responses

Latest Responses

"*My only concern would be since the map is smaller, players might learn...*

"*I think the above platform looks cool, but it also feels like it won't be us...*

""

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

2
Responses

Latest Responses

"*You clearly have a great sense of multiplayer FPS maps! :D*"

"*Add possible tunnels under the water so player can pop up from behind...*