
Results

Survey 512334

Number of records in this query:	20
Total records in survey:	20
Percentage of total:	100.00%

Summary for howDidFind

How did you find Armory3D?

Answer	Count	Percentage
Answer	16	80.00%
No answer	4	20.00%

ID	Response
7	Relation
11	I've been a Blender user for a long time. Saw a video of lubos on Blender's Youtube channel.
1	twitter #haxe feed
13	Searching for alternatives for Unity, somehow Lubos's talk at the Blender Conference showed up.
8	At blender conference.
2	I heard Armory 3D in a post made by Ton R. Blender Chairman.
3	Blender Conference
12	Gamesfromscratch yt video
5	Blender Nation
18	Armory3d is very powerfull game engine but I think it could be better. I mean it has more functions
24	BlenderArtists
19	BlenderNation
22	Off a post on reddit
20	3DCG information site
25	Was searching for an open source engine with node logic on Startpage (Google + anonymity layer)
27	Blenderartists

Summary for otherEngines

What other engines do you use or have you used?

Answer	Count	Percentage
Godot (SQ002)	10	50.00%
Unity (SQ003)	12	60.00%
Unreal (SQ004)	5	25.00%
Cryengine (SQ005)	1	5.00%
Other	7	35.00%

ID	Response
11	Lumberyard
13	Lumberyard, BGE, Blend4Web
2	Stencyl, Xenko
18	blender game engine
24	Blender Game Engine/UPBGE
22	MISC JS engines, i.e PhaserJS, KontraJ
21	Construct, GameMaker

Summary for howLongUsing

How long have you been using Armory?

Answer	Count	Percentage
0-3 months (A1)	4	20.00%
3-9 months (A2)	8	40.00%
1 year or longer (A3)	8	40.00%
No answer	0	0.00%

Summary for withTeam

Do you work alone or with a team?

Answer	Count	Percentage
Alone (A1)	18	90.00%
With a Team (A2)	1	5.00%
No answer	1	5.00%

Summary for teamSize

How many people are in your team?

Answer	Count	Percentage
5 or less (A1)	1	100.00%
6-15 (A2)	0	0.00%
16-25 (A3)	0	0.00%
25 or more (A4)	0	0.00%
No answer	0	0.00%

Summary for comercial

Do you plan on using Armory commercially?

Answer	Count	Percentage
Yes (Y)	10	50.00%
No (N)	6	30.00%
No answer	4	20.00%

Summary for armoryVersion

What version of Armory do you use?

Answer	Count	Percentage
0.4 (SQ002)	1	5.00%
0.5 (SQ003)	2	10.00%
0.6 (SQ004)	13	65.00%
Git (SQ005)	10	50.00%
Other	0	0.00%

ID	Response
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Summary for operatingSystem

What operating system do you use primarily?

Answer	Count	Percentage
Windows (A2)	12	60.00%
Mac (A3)	2	10.00%
Linux (A4)	5	25.00%
No answer	1	5.00%

Summary for targetPlatform

What platform(s) do you want to target with Armory?

Answer	Count	Percentage
Windows (SQ001)	17	85.00%
Mac (SQ002)	7	35.00%
Linux (SQ003)	14	70.00%
Android (SQ004)	13	65.00%
iOS (SQ005)	6	30.00%
PlayStation 4 (SQ006)	1	5.00%
Xbox One (SQ007)	0	0.00%
Nintendo Switch (SQ008)	3	15.00%

Summary for uxRating

How would you rate Armory3D's user experience (not counting bugs and errors)?

Answer	Count	Percentage	Sum
1 (1)	0	0.00%	15.00%
2 (2)	3	15.00%	
3 (3)	3	15.00%	15.00%
4 (4)	8	40.00%	
5 (5)	6	30.00%	70.00%
No answer	0	0.00%	0.00%
Arithmetic mean	3.85		
Standard deviation	1.04		
Sum (Answers)	20	100.00%	100.00%
Number of cases		0%	

Summary for learningCurve

How would you rate Armory's learning curve?

Answer	Count	Percentage	Sum
1 (1)	0	0.00%	25.00%
2 (2)	5	25.00%	
3 (3)	6	30.00%	30.00%
4 (4)	6	30.00%	
5 (5)	3	15.00%	45.00%
No answer	0	0.00%	0.00%
Arithmetic mean	3.35		
Standard deviation	1.04		
Sum (Answers)	20	100.00%	100.00%
Number of cases		0%	

Summary for uxImprovements

What kind of improvements could make Armory nicer or easier to use?

Answer	Count	Percentage
Answer	18	90.00%
No answer	2	10.00%

ID	Response
7	Search tools in the logic node editor. More debug tools.
11	Not so much an Armory issue but Kha seriously lacks networking ability. I make multiplayer games for a living and I really want to use Armory commercially, but can't because of this.
13	Second issue is battery drain. I would really appreciate a tutorial for reducing physics engine capabilities and others to extend battery life, which is very important for a mobile game. FIX THE BUUUUUUUUUUGGGGGGSSSS fix the gosh darn rotations! make the code completion reliable (is that a bug?, yeah probably) re-introduce Voxel GI + make it less glitchy one-click windows export
8	A better Particles support, in fact all blender particles options support, may be a particle node system would be great ! every blender constraints support, every material node with all options support !
2	Improve the documentation.
3	polishing current features, having interfaces inside Blender to edit Armory properties like an editor for colliders for example; Offering classes to abstract some complicated parts of developing a game (like Character Controller / IK / etc)
5	Improve documentation, specially updating node reference. Give the ability to set up armory properties in blender s editor.
14	I'm only interested in prototyping, creating widgets for web pages, WebGL
18	More nodes, fixing custom shader(I have to use openGl but I have experience with normal glsl so I can't use it for armory3d) and python support
15	A simple explanation of how Haxe works for those just trying out the engine, that way they don't have to go follow a bunch of Haxe tutorials elsewhere just to try the engine to begin with. A simple list showing which features are working and which ones are work in progress. Or some in editor tool tips to do the same. Better documentation. I realize this one may have to wait until Armory is a bit more developed. Compound primitive collision shapes for faster physics simulations. Generally improved physics would be nice. fewer bugs, more stable and eventually more features. Multi-threading would be good.
24	The API could be documented way better
19	Web, server, MySQL, E commerce
22	More examples would be helpful. Like a best practices would be good too. Like for asset management, or collaboration.
20	I think it is necessary to enhance the tutorials and manuals.
21	Better documentation
25	When someone creates a node and there's no node tree created, create one automatically rather than throwing an error. When someone has an object (or multiple objects) selected in Blender and a node tree is created, apply it automatically. I'm pretty sure that almost every Armory user has at least once selected an object, then created some nodes and hit play... only to wonder why their nodes didn't do anything (ie the nodes weren't assigned to a node tree and the node tree wasn't added as a trait

Quick statistics

Survey 512334 'Armory Community Survey'

	automatically, while it was expected that it would)
26	Better documentation and tutorials
27	Needs a better documentation and more tutorials.

Summary for dimensions

What kind of games do you want to make?

Answer	Count	Percentage
3D (SQ001)	20	100.00%
2.5D (SQ002)	6	30.00%
2D (SQ003)	3	15.00%

Summary for gamepayType

What kind of gameplay do you use or plan on using Armory for?

Shooter	10	50.00%
Open World	12	60.00%
Multiplayer Online	7	35.00%
Scroller	5	25.00%
Other	3	15.00%

ID	Response
13	tactical
5	Movement heavy FPS.
22	Horror game
11	I make multiplayer games for a living, generally 2-6 people lobbies.
13	CS style shooter,
15	Primarily for peer to peer coop games
22	MOFPS
22	Scroller Shooter (Galiga like)
25	3d platform games mainly
15	Coop and vs, splitscreen and shared screen. All on the same computer/monitor
21	point and click adventures
25	based on situation / timing dependent blocks/reversals/throws rather than combos and memorization of button combinations.

Summary for programWith

What do you program Armory games with?

Answer	Count	Percentage
Haxe Code (SQ001)	14	70.00%
Logic Nodes (SQ002)	10	50.00%

Summary for madeWithArmory

What have you made with Armory (if anything)?

Answer	Count	Percentage
Answer	14	70.00%
No answer	6	30.00%

ID	Response
7	Lot of tests
11	Nothing published yet. Never used Armory commercially. I will switch to Armory as soon as Kha fixes network layer.
1	Product visualisation proof of concept
13	really mostly gameplay tests that never lead anywhere because bugs killed them.
2	Nothing, there are several things to improve on the engine.
5	Just a couple prototypes, one about rocket jumping in first person and a third person action one.
14	(3D configuration tool) - https://foldin.ru/#construction_section (Low poly object for prototyping) - http://sib-bit.com/arm/kompleks/ (test cartoon shader) - http://sib-bit.com/arm/mult/ (testing of particles) - http://sib-bit.com/arm/aurora2/ (Low poly object for prototyping) - http://sib-bit.com/arm/10/
18	Dissolving effect, Hologram effect, simple shooter
15	Mostly some physics prototypes. I found that the physics didn't work very well.
24	Nothing special yet, only very basic stuff for learning the API.
22	Just a Galiga/Asteroids clone for learning.
20	I have not made one yet.
21	Small prototypes nothing major yet
25	Just a couple of demos. Bugs, especially ones to do with bone based transformation, keep making roadblocks.

Summary for favoriteThings

What are your favorite things about Armory?

Answer	Count	Percentage
Answer	18	90.00%
No answer	2	10.00%

ID	Response
7	Easy jump from 3d environment to source code. Fast. Linked with Blender.
11	- Blender integration - Haxe - Kha
1	Blender integration. Choice between logic nodes and haxe for logic. Documentation and examples quality.
13	the Logic nodes for rapid prototyping being in Blender as the best 3d editor ease of use
8	Blender integration, just click play and that's all !
2	Blender integration.
3	That is libre and you can hack it. That is inside Blender and you don't have to deal with export problems, and it improves with Blender. Also that the engine features are coded in the same language as the base language, unlike godot where if you want to understand the source you have to learn C++. The fact that it has bundled scripts, and doesn't go with a "do everything yourself"
12	Blender integration, easy programming language like HAXE, Flexibility
5	Blender integration.
18	Free, blender integration, Powerfull (fast and beautiful graphics)
15	Ease of using with Blender. No weird hoops to jump through to get the models from Blender into the game engine.
	Free and open source focus with a very open and permissive license.
	The engine is written in the same programming language used for scripting game logic. Makes it easier to look at the source code and understand how it all works.
	The source code is visible in the code editor.
24	Its portability and that its integrated in Blender.
19	Logic Nodes
22	How easy assets get into the engine. No more exporting nightmares. Allows constant dev work. I also like Haxe alot definetly my favorite language I've never heard of.
20	Be integrated into blender, and it is usable without registration.
21	Integration with Blender, that uses Haxe as language.
25	Node logic. Intuitive, other than the suggestion I made at the start. Blender integration. Easy to target multiple platforms. Decent renderer.
27	That it works inside Blender.

Summary for biggestObstacles

What is the biggest obstacle(s) that keeps you from getting the most out of Armory?

Graphics	5	25.00%
Physics	6	30.00%
Particles	3	15.00%
Animations	5	25.00%
User Interface	5	25.00%
Logic Nodes	1	5.00%
Other	1	5.00%

ID	Response
22	I don't know a lot about shaders and such(I'm learning now) so shader errors are a bit hard to get around for me.
27	Had problems with PBR and lighting -> Not the same as in viewport
13	they are sometimes quite inaccurate
15	The physics in Armory are buggy and lack some basic features like compound primitive collision shapes
18	I need a animation state. That is why I am waiting months!!
25	They just don't seem to work. The UI is fine, but the system is more bugs than functionality.
26	Not enough that can be done via nodes and too much that requires Haxe programming
11	Kha networking needs attention.

Summary for newFeatures

What new features would you most want to see in Armory?

Graphics	8	40.00%
Physics	8	40.00%
Particles	5	25.00%
Animations	5	25.00%
User Interface	4	20.00%
Logic Nodes	6	30.00%
Other	3	15.00%

ID	Response
13	better Voxel GI, raytracing for all graphics cards
22	Stable shader translation. Basically what i see in Blender goes into armory without error.
13	higher accuracy, primitive water sim.
15	Compound primitive collision shapes would be the biggest feature improvement for me.
15	Volumetric particle allowing things like localized fog that the player can move in and out of. Or things like fog and clouds and smoke moving across the map.
18	Animation State
7	Search tools and debug tools
13	more nodes for specific things
25	Develop them further, more of them and make them more consistent (so we don't have things like z rotation being different than X/Y rotation)
11	If nothing else, it will not be a chore to switch between Unity and Armory.
13	make the Blender's constraints (maybe even modifiers) work in Armory
25	I want to just be able to set paths (or better yet auto pre-fill them) and then just hit "export" to get and apk, like in Godot (or simpler!) Better yet, let me install an android app, then every time I update the game just hit Play and the game compiles and starts on a connected Android device by itself. Either way, make iterations on Android easier.

Summary for stabilizeArea

What area of Armory do you most want to see stabilized, i.e. have the bugs and issues worked out of?

Graphics	7	35.00%
Physics	5	25.00%
Particles	2	10.00%
Animations	3	15.00%
User Interface	3	15.00%
Logic Nodes	4	20.00%
Other	5	25.00%

ID	Response
13	materials are often glitchy
25	Specifically skeletal animation. Primarily forward kinematics, and to a lesser degree inverse.
7	Need to finalize the existing UI
11	As I've said, I make a living out of multiplayer games. Armory in current Kha version is incapable of making multiplayer games.
13	rotations, spawning of collactions
18	The shader editor needs more functions
22	Sound right now is only playing at 2x speed for some reason in Krom.
27	.

Summary for documentationNeeds

What tutorial or documentation do you need most?

Graphics	5	25.00%
Physics	5	25.00%
Particles	2	10.00%
Animations	5	25.00%
User Interface	0	0.00%
Logic Nodes	6	30.00%
Other	2	10.00%

ID	Response
11	New ways to reduce heavy calculations to increase battery life.
15	Physics seems to be the thing that is hardest to find answers for from others. So some documentation or tutorials on the subject would be good.
13	I never used them lul
25	Right now, often playing animations works in Blender but fails in Armory and yet... some people (like in the examples) can make animations in Artmory work. We NEED a tutorial on the precise steps to get our Blender animations working consistently in Armory until the system is made more robust.
8	material animation with logic nodes for instance
5	Update the reference.
20	How to use an array.
27	.