What made you choose your favourite input method?

Mouse

* the easieness of mouse and keyboard
* Allerdings war das schießen mit der Tastatur für mich präziser, weswegen ich Schüsse besser planen und auch mit der Reflexion an Wänden arbeiten konnte.
* Mouse&Keyboard: Pressing keys feels instant on keyboard.
* Der Panzer reagierte am genauesten
* but the fluidity of a proper gamepad is the best for me
* I play on pc all the time, so I'm used to using desktop input.
* easy to control the tank

Controller

* Intuitive reaction
* most familiar, best usability
* The controller input was snappy though, I'd say I enjoyed it as a nice change of pace

Switch

* the amount of control I had while I was playing it - and how easy it was to handle
* Mit den Switch Motion Controls fühlte sich die Bewegung am flüssigsten an, aber vielleicht auch, weil ich mit der Tastatur ungeübter bin.
* I really like the tightness of joycon controls
* Most familiar and easy to use
* i like the switch controllerssss :))

Controller-like

* Time of reation in relation to touch
* Intuitive input, joysticks are very well suited for moving, moving, aiming and shooting can be done simultaneously
* I don't play much, but when I do, it is mobile games. I am familiar with their input, so I could perform good here
* I always play cod on my xbox, so I always prefer the xbox controllers over everything else

Drag-To-Aim

* I mostly use social media and I am familiar with the gestures

Autoshoot

* Experience while playing (easy but also user experience) (autoshoot)
* Easy and would like to win
* I play mostly mobile RPG games, so I am familiar with the controls

What made you choose your worst rated input method?

Mouse

* I really don't like using keyboard and mouse. I'm not some office worm typing reports, I want to have fun
* I am not really familiar with that and I didn't like it, didn't feel intuitive
* I am not comfortable using the mouse

Controller

* It feels unnatural and I am not used to it
* Convoluted and imprecise

Switch

* Difficulties I hade during playing
* Hard to learn
* unpreciness of the switch controllers
* hard to play

Controller-like

* the amount of confusion i had to deal with
* Controller-like Mobile: Too small, need to drag joystick far before moving/turning. To shoot at requires too many steps that only the thumb has to handle alone. In Drag Mobile, you at least don't need to aim for the joystick
* Der Panzer reagierte zu schwer auf die Steuerung

Drag-To-Aim

* To fast and not precice
* the clunky feel of drag and aim
* My fingers are all over the screen, I can't see anything; No haptic feedback
* hardest tpo play
* Because of the small screen and low precision I didn't feel comfortable playing on mobile

Autoshoot

* Bei automatic fire musste die Zielvorrichtung eine gewisse Länge erreichen, bevor der Panzer anfing zu schießen und schoss dann eben dauerhaft. Demnach hatte ich kein Gefühl mehr dafür wann der Panzer schießen würde und wann nicht und hatte Schwierigkeiten mit Schüssen auf kurze Entfernung.
* never shot when I wanted to shoot

Mobile:

* I don't really like mobile games and mobile controls, so I ranked them lower. They don't feel fun to me

General:

Mouse:

* The mouse is too accurate and is not very fun to play with in this game

Controller:

* Ich fand beim Controller am PC die Bewegung zwar auch flüssiger als bei der Tastatur, hatte aber Schwierigkeiten zu zielen.

Mobile:

* In der Mobile Version hatte ich allgemein größere Probleme als am PC, aber dort hat Controlerlike noch am Besten funktioniert, da ich dort noch das Gefühl hatte, dass es mit Übung besser werden würde.
* I don't like touch screens because they never react when I want them to react.
* I mostly use my phone so the other inputs were discomforting for me because I don't know them

Dragtoaim:

* Drag to aim, war bei mir etwas schwierig. Dort hat mich hauptsächlich gestört, dass ich nachdem ich geziehlt habe erst auf den Knopf drücken musste und so hat sich irgendwie Bewegen, Zielen und Schießen sehr getrennt voneinander angefühlt und teilweise wollte der Touchscreen nicht sofort.
* The drag controls obscure my view, so I don't like them.

Switch:

* Switch control may be better than X-Box Control if you get more familiar with it.
* Don't get the whole laser pointer thing
* Joycon would be my favourite if moving with joystick enabled high precision turning instead of only 45°.
* I really enjoyed the switch controls, they were fun for a bit, but I wouldn't play a whole game like this if it was based on accuracy or competitiveness
* I never played switch before, so it was fun to use it, but a bit confusing and clunky for me
* The switch controls were very fun, but kind of difficult to get good with, maybe I could have learned them in some more time

Correlation Best-rated to main-input

1:8

2: 9

3: 3