RUST AFFINITY DIAGRAM

Player Experience

- New players are overwhelmed immediately after joining
- Lack of a safe learning curve causes discouragement
- Frustration arises from repeated losses to veteran players (better said, "sweats")
- Early-game experiences determine long-term player retention

Skill Balance

- Game mechanics favor experienced players who dominate servers
- No structured matchmaking or tiered server system
- PvP (player vs. player) imbalance leads to player churn
- Skill gap between veterans and beginners is extremely wide

Learning and Progression

- No effective tutorial or training mode for core survival mechanics
- Crafting, building, and resource systems are complex and poorly introduced
- Early mistakes are heavily punished, leaving no room for experimentation
- Social media / discord → Q&A sessions or live streams with admins or veteran helpers.

Community

- Dedicated servers for new players, and only new players
- Create a discord server for players under x amount of hours (and only for these beginners) to create an environment of only new players
- Less punishing mechanics for new players learning the game
- Staff to help these new players catch the ropes of "Rust"

(Social) Media Page

- Instagram, threads, facebook, etc. page for advertising discord / game server
- Post information to help new players
- Post incentives for recruiting staff to help beginners
- "Tip of the Day" posts covering survival, base building, and farming basics.