

“Rust” Problem Statement:

New and casual players of the video game Rust need a manageable environment to learn core survival and resource mechanics because the relentless dominance and immediate eradication by highly skilled veteran players prevent meaningful participation and lead to excessive player frustration and high dropout rates.

Who is experiencing the problem?

● New and casual players of the video game *Rust* who want to learn core survival and resource mechanics without being immediately overwhelmed by highly skilled veteran players.

What is the problem?

● The problem is that new and casual players are often dominated or eliminated instantly by experienced players. This prevents meaningful participation, makes learning the game mechanics difficult, and causes frustration.

Where does the problem present itself?

● The problem occurs in the open-world multiplayer environment of *Rust*, especially in early gameplay areas where new players first encounter veteran players. Any setting in the game where player-versus-player interactions occur can present this issue, including starting zones, resource-rich areas, and communal structures.

Why does it matter?

● Ensuring a manageable learning environment is important because it allows new players to engage with the game meaningfully, reduces frustration, and increases retention. By addressing this problem, *Rust* can become more accessible, creating a healthier community and fostering long-term player engagement.