Dominion Survey #1 Findings

Survey : <https://forms.gle/qHxziq8qDfyF8Vbh6>

We posted the survey to the DKIT 2nd year Game development students discord and the DKIT Gaming Society discord. As of 23/10/21 10 people have responded. 90% of the surveyed are between the ages of 21 and 24, the other 10% are between the ages of 18 and 20.This fits in well with our target demographic. 90% of our test group are at least somewhat familiar with hack and slash adventure games. When asked for examples of hack and slash adventure games they’ve played the respondents replied with titles such as Devil May Cry, Bayonetta, Nier: Automata, the Dark Souls trilogy and Hellblade: Senua's Sacrifice. The games Devil May Cry, Nier: Automata and Bayonetta were already considered by the team before we sent the survey out. While the Dark Souls series is highly acclaimed, we’ve decided to not take inspiration from its difficult gameplay as we want our game to be accessible to casual gamers. When asked if they prefer SciFi or Fantasy settings 60% were indifferent, 30% preferred fantasy and 10% preferred SciFi, meaning that our fantasy setting should work. In terms of motivation between narrative vs gameplay driven gaming 30% didn’t mind, 30% preferred narrative and the remaining 40% preferred gameplay. Since our game’s narrative will have to be shortened to fit the scope of the project it’s good that the narrative can take a smaller role in motivating the player when compared to gameplay. That’s not to say narrative isn’t vital, when asked to rank features of games they play narrative ranked highest getting a 5/5 rank of importance from 7 people, followed by an engaging soundtrack with 6 people ranking it 5/5. A surprising finding from the ranking question is that fast paced combat only received an average of 3.2. This challenges some of our initial assumptions and will be taken into consideration during development. Finally the toon shader was significantly more popular than the plastic shader, getting 80% of the vote.

To conclude this was a successful survey was mostly successful if not just for gaining 10 participants for play testing in the future. We also have a better idea of what features to emphasise during development. However the questions could have been more specific and I should have given the users less opportunities to be indifferent. We could have also gained more useful information by surveying users outside of our target demographic. While we would have no issues going above our age range, most likely only missing out on the over 24 age group due to our platform choice of discord, going below the age of 18 could possibly put us in hot water in relation to GDPR, as to my knowledge minors require parental consent to participate in academic research. This will be covered later in the semester in class so we’ll know how to proceed then.