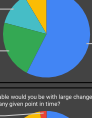
Development

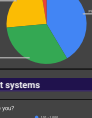
What rank are you?

Changes that are ready should be applied...

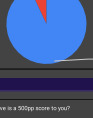


Future changes should contain...

How comfortable would you be with large changes made to the "PP meta" at any given point in time?

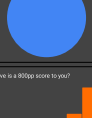


A committee of players and developers should be created to offer feedback/advice and approve changes.



The current systems

What rank are you?



How impressive is a 550pp score to you?

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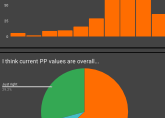
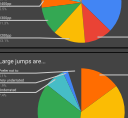
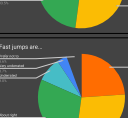


In your view, how much should the most impressive play in the game be worth in terms of PP?

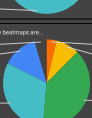


I think current PP values are overall...

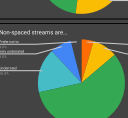
Large jumps are...



Wide-angle jumps are...

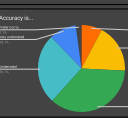


Fast jumps are...



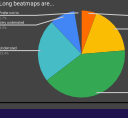
Bursts/burst-y beatmaps are...

Non-spaced streams are...



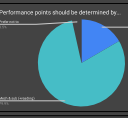
Spaced streams are...

Accuracy is...



Short beatmaps are...

Long beatmaps are...

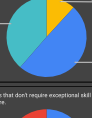


For all future work

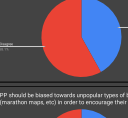
Star rating should be determined by...

Performance points should be determined by...

The final star rating value should represent...



My ideal PP system has...



Relative to a map requiring one skill, how much more pp should a map that tests a wide range of skills be worth?

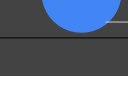
Unique scores (e.g. the only full combo or the only full combo with Hard Rock on the beatmap) should receive a bonus.

Unique scores that don't require exceptional skill should be rewarded more.

PP should be biased towards unpopular types of beatmaps (marathon maps, etc) in order to encourage their usage.

For a 70% accuracy FC on a beatmap centred around jumps, should maximum PP be awarded for the jump skill?

Low accuracy passes on high-SR beatmaps should reward players. (Currently, they give next to nothing.)



Assuming the same hitobject density, the drain length of a beatmap should affect...

A high accuracy score with 1 miss in the middle of a beatmap should be worth more than a low accuracy full combo.