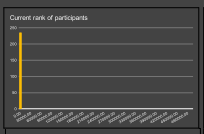
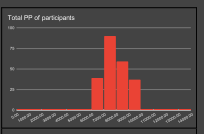
osu!taiko survey results

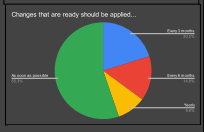
Current rank of participants



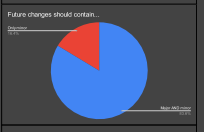
Total PP of participants



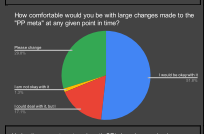
Changes that are ready should be applied...



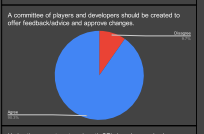
Future changes should contain...



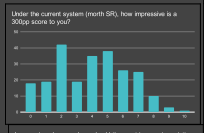
How comfortable would you be with large changes made to the "PP meta" at any given point in time?



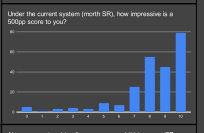
A committee of players and developers should be created to offer feedback/advice and approve changes.



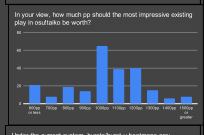
Under the current system (month SR), how impressive is a 300pp score to you?



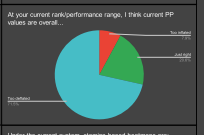
Under the current system (month SR), how impressive is a 500pp score to you?



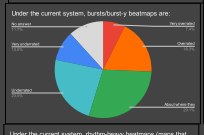
In your view, how much pp should the most impressive existing play in osu!taiko be worth?



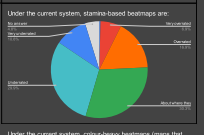
At your current rank/performance range, I think current PP values are overall...



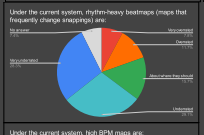
Under the current system, bursts/burst-y beatmaps are:



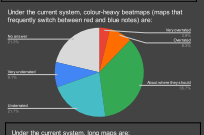
Under the current system, stamina-based beatmaps are:



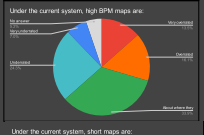
Under the current system, rhythm-heavy beatmaps (maps that frequently change snappings) are:



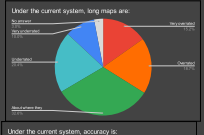
Under the current system, colour-heavy beatmaps (maps that frequently switch between red and blue notes) are:



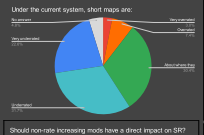
Under the current system, high BPM maps are:



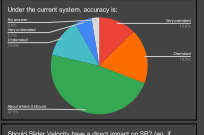
Under the current system, long maps are:



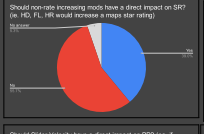
Under the current system, short maps are:



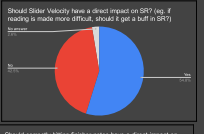
Under the current system, accuracy is:



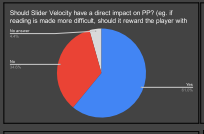
Should non-rate increasing mods have a direct impact on SR? (ie. HD, FL, HR would increase a maps star rating)



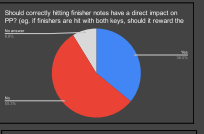
Should Slider Velocity have a direct impact on SR? (eg. if reading is made more difficult, should it get a buff in SR?)



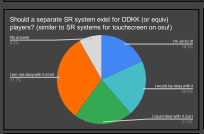
Should Slider Velocity have a direct impact on PP? (eg. if reading is made more difficult, should it reward the player with



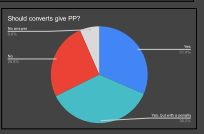
Should correctly hitting finisher notes have a direct impact on PP? (eg. if finishers are hit with both keys, should it reward the



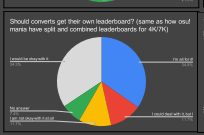
Should a separate SR system exist for DDKK (or equiv) players? (similar to SR systems for touchscreen on osu!)



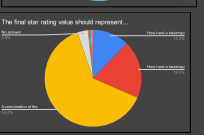
Should converts give PP?



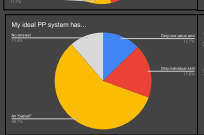
Should converts get their own leaderboard? (same as how osu! mania have split and combined leaderboards for 4K/7K)



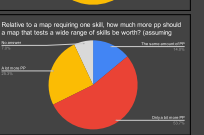
The final star rating value should represent...



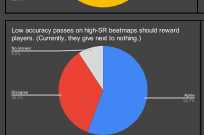
My ideal PP system has...



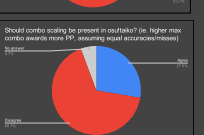
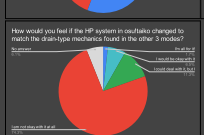
Relative to a map requiring one skill, how much more pp should a map that tests a wide range of skills be worth? (assuming



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



Should combo scaling be present in osu!taiko? (ie. higher max combo awards more PP, assuming equal accuracies/misses)



How would you feel if the HP system in osu!taiko changed to match the drain-type mechanics found in the other 3 modes?