

Linker Feedback, Round 4, for review.

Hunting Grounds:

This mode has a lot of potential, but some issues, which is natural when you consider it is the first iteration.

Most of the issues are around the matchmaking, factions, interactions and fights.

- * Allow kicking extreme inactives in the Hunting Grounds.
- * Balance the factions, perhaps with buffs like the ones that we had in War of Wits, or with specific relics, not just at mythic.
- * More control over teammates. The randomness makes it so players of different skill, level, interest and languages are matched, which makes the teamplay aspect worse than it could be.
- * Add a quiet period of 1 day before the start, so players don't feel pressured to have everyone online at reset to get a head start. Otherwise all 4 players have to wait for the 5th to log on as is currently the case.
- * A warning popup when tapping MATCH that warns players that pressing CONFIRM will lock-in current choices and fill empty slots including slots where players have not accepted invites with random players
- * Further disincentivize funneling one player, to make teamplay more interesting.

Community:

- * Allow guilds to permanently ban, as most guilds are open entry, which allows trolling.
- * Allow guilds to specify inactive time for automatic kicks.
- * Perhaps rework the in-game chat censor system.
- * Incentivize people to follow AFKArena's Twitch with in-game rewards.

QOL:

- * In multistage fights: Return to the fight page of the fight you started instead of always the first fight that's open.
- * Catchup mechanics for new players, that increase earlygame rewards the further they join into a server. Even if small, this would really help in the long run.
- * Allow players to exclude replays that include certain heroes.

- * Add replay win% by simulating the matchup many times, add that metric to replays, and allow players to sort by it.
- * Arena pick to fight if within range from main page instead of endless rerolls, perhaps for the top x players in each ladder where its relevant.
- * Some method to see each skill's damage in the replay page.
- * Test server where you fight the guy you didnt bet on if you lose is great, perhaps implement permanently to some extent.
- * Allow changing gear within the twisted realm by long clicking a hero, like other modes.

Resources & Progression:

- * More modes of acquisition / optimization of endgame resources. Field of stars was great in that light, but in the very endgame when the game becomes very grind-oriented, players want some more control to not burn-out. Even if it's behind a paywall, if necessary.
- * More Lab coins out of Dismal. It's significantly harder than hard, and with dimensionals to come and many more to buy with them, mid to endgame players feel like that resource is unrewarding.
- * Increase Lab coin cap
- * Make player levels more rewarding, especially at levels like 100, 200 etc - right now the 10 diamonds are almost entirely ignored.
- * Vary and Increase the chapter rewards for endgame stages after chapter 35 - 250 diamonds aren't as meaningful that late in the game.
- * Introduce a resource that's specific to dimensional purchase, so players can balance around it.
- * I specifically want to mention how my community is very happy about Swap scrolls.

Future Content:

- * More Wonderous Pouch Content, in light of the Candy Crush feedback
- * More PvE content - The last change of Faction Towers was nice, but it was long ago. Perhaps Celesthyodim towers,

Replaying older stages on "hard mode", or special bossfights like Kane in the end of chapter 1