

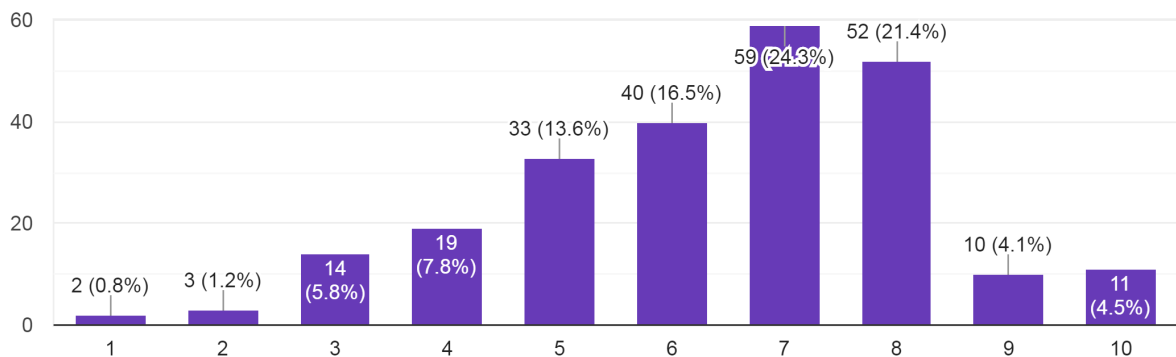
The survey form: <https://forms.gle/i8jtGMLyEwFU44Ly7>

1) Game direction and difficulty, class balance, SP/MP-oriented content.

#1 “How balanced do you find classes, gear, and skills as they stand?”

On a scale of 1 to 10, how balanced do you find classes, gear, and skills as they stand?

243 responses



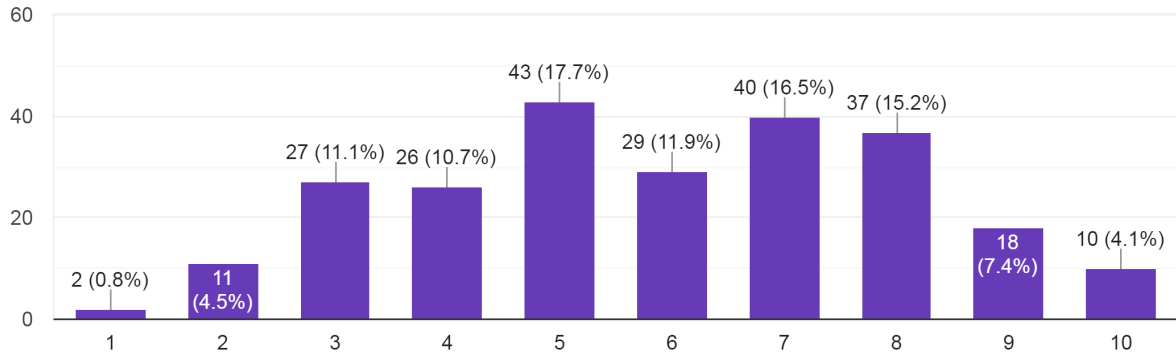
In this question, 7 was the most popular option (24.3%).

The majority seems to fall between 5 and 8, which indicates the majority of the fanbase considers classes, gear, and skills to be “somewhat balanced”.

#2 “How would you rate the diversity of builds and roles as it stands?”

On a scale of 1 to 10, how would you rate the diversity of builds and roles as it stands?

243 responses



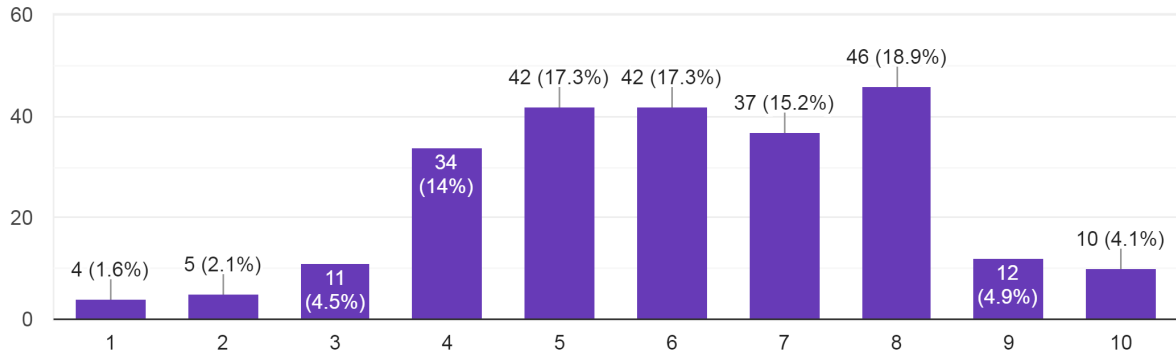
In this question, 5 was the most popular option (17.7%).

7 was a close second at 16.5%; there is a concentration between 3 and 5, as well as a larger, comparable one between 6 and 8. This seems to indicate the majority of the fanbase finds the diversity of builds and roles to be “rather satisfactory”.

#3 “How would you rate the game's current difficulty?”

On a scale of 1 to 10, how would you rate the game's current difficulty?

243 responses



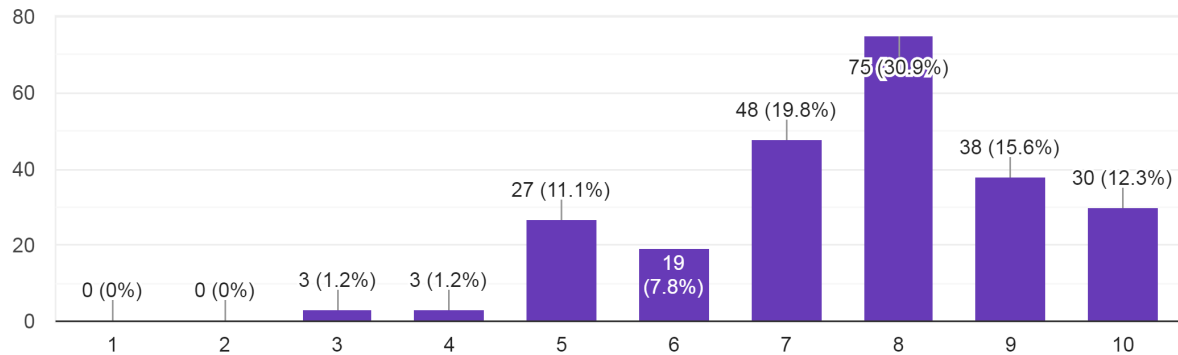
In this question, 8 was the most popular option (18.9%).

In second place came a tie between 5 and 6 (17.3% each); while 7 came third, 4 notably came fourth. It seems the majority of players consider the game to be between “rather difficult” and “somewhat difficult”.

#4 “Where would you like to see the game's future difficulty?”

On a scale of 1 to 10, where would you like to see the game's future difficulty?

243 responses



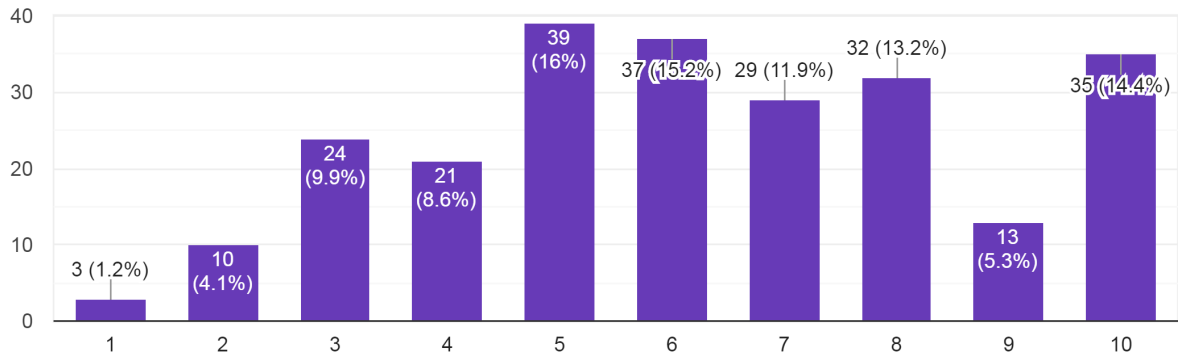
In this question, 8 was the most popular option (30.9%).

With the exception of 5 (11.1%) and 6 (7.8%), the vast majority fell between 7 and 10. There is much less division than in the previous question - the majority seems to clearly want the game to be either “somewhat difficult” or “very difficult”.

#5 “How would you rate the game’s current direction (1 = fully SP, 10 = fully MP)?”

On a scale of 1 to 10, with 1 being a fully single-player game and 10 being a fully multiplayer game, how would you rate the game’s current direction?

243 responses



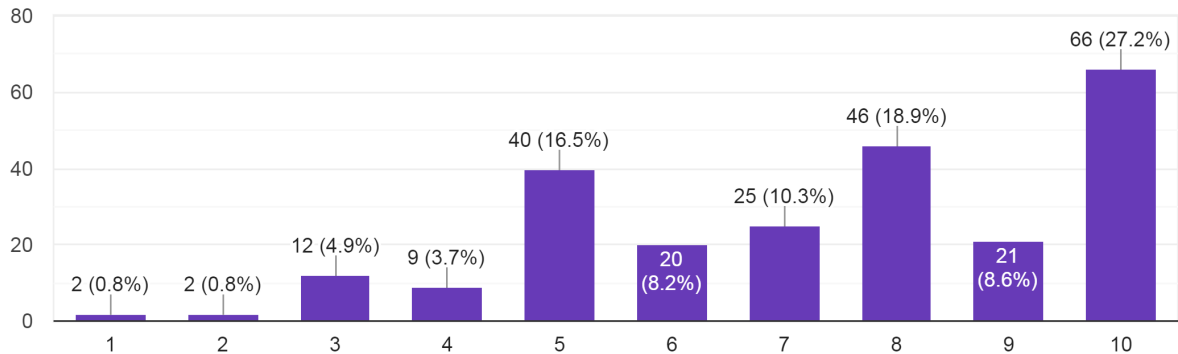
In this question, 5 was the most popular option (16%).

There is also a notable concentration between 3 and 4, but the majority has answered between 6 and 10. Therefore, it seems the majority finds the game’s current direction to be “rather/somewhat geared towards multiplayer”.

#6 “Where would you like to see the game’s future direction (1 = fully SP, 10 = fully MP)?”

On a scale of 1 to 10, with 1 being a fully single-player game and 10 being a fully multiplayer game, where would you like to see the game’s future direction?

243 responses



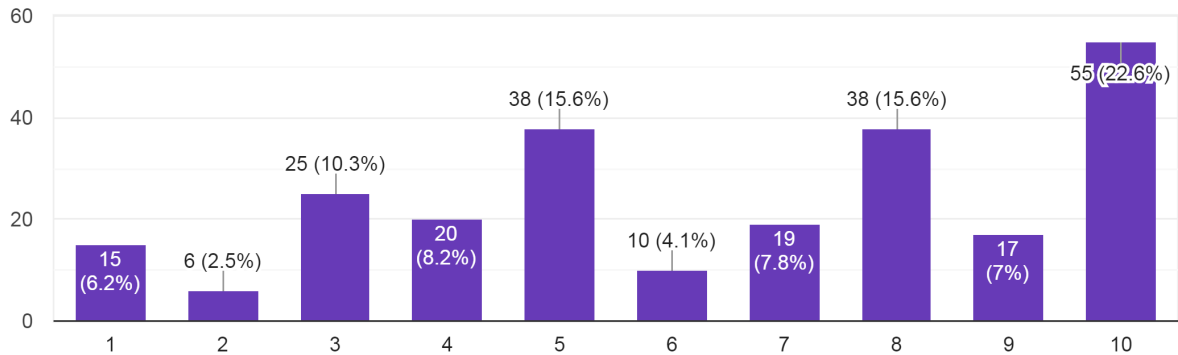
In this question, 10 was by far the most popular option (27.2%).

It is notable that 16.5% of respondents answered 5, but the overall majority has answered between 7 and 10. There is much less division than in the previous question - the majority seems to want the game’s future direction to be “somewhat/strongly geared towards multiplayer”.

#7 “The game should try to be closer to an ARPG.”

On a scale of 1 to 10, how much do you agree with the following statement; “The game should try to be closer to an ARPG. The primary factor that d...endgame content should be beatable in solo play.”

243 responses



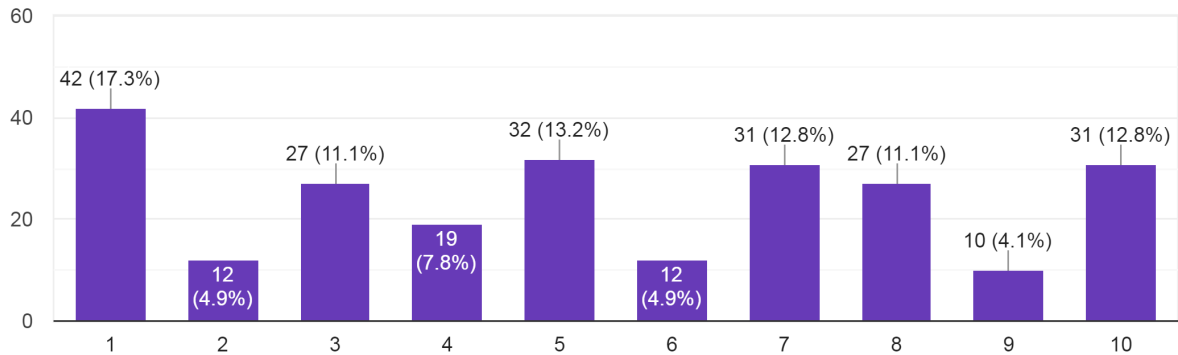
In this question, 10 was the most popular option (22.6%).

There is a notable concentration between 3 and 5, as well as a larger, comparable one between 7 and 10. It seems that there is some division over this subject, but the majority agrees the game should “try to be closer to an ARPG”.

#8 “The game should try to be closer to an MMO.”

On a scale of 1 to 10, how much do you agree with the following statement; “The game should try to be closer to an MMO. The primary factor that de...and most content should require a party to beat.”

243 responses



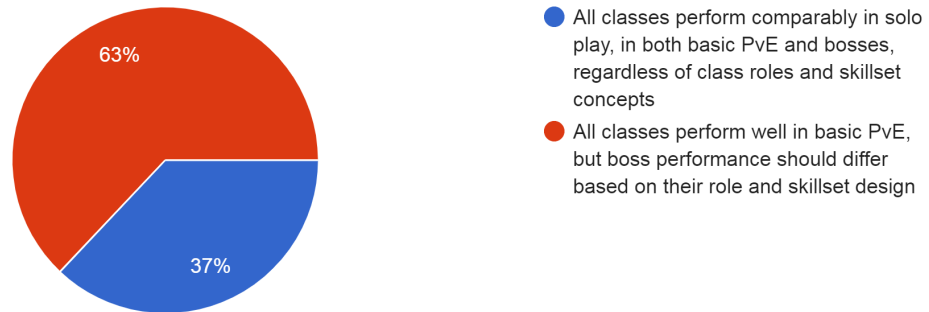
In this question, 1 was the most popular answer (17.3%).

This question presented much division; there is a large concentration between 1 and 5, as well as one between 7 and 10. The 1-5 range gathered 54.3%, while the 6-10 range gathered 45.7%. Therefore, while there is a very notable division, the majority seems to disagree that “the game should try to be closer to an MMO”.

#9 “Definition of class balance.”

From the definitions below, which is closest to your definition of "class balance"?

243 responses



In this question, option B was the most popular (63%).

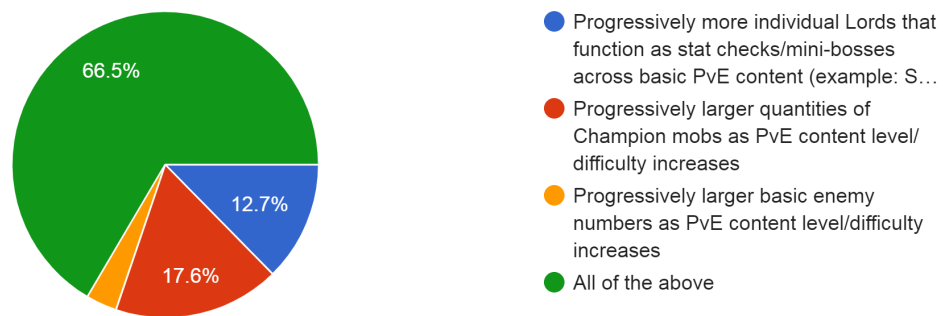
While option A also gathered a notable 37%, the majority believes that “all classes [should] perform well in basic PvE, but boss performance should differ based on their role and skillset design”.

2) Scaling challenge, boss types, maximum player performance

#1 “Scaling challenge as regards basic PvE.”

From the definitions below, which is closest to your definition of “scaling challenge” as regards basic PvE?

245 responses



In this question, option D (“all of the above”) was the most popular (66.5%).

Among options A, B, and C, option C (“Progressively larger basic enemy numbers as PvE content level/difficulty increases”) was the least popular individually (3.3%). It seems that more players regard larger quantities of basic enemies, Champion mobs, and Lords as closest to their definition of “scaling challenge”.

#2 “Reasonable challenge as regards endgame bosses.”

From the definitions below, which is closest to your definition of “reasonable challenge” as regards endgame bosses?

245 responses



In this question, the vast majority (73.9%) answered B - “bosses that hit hard and are also hard to kill”.

Fewer players consider glass cannon-type bosses (option A) or sturdy, weak bosses (option C) to be closer to their definition of “reasonable challenge”. The custom feedback section also seems to indicate that Hardcore players understandably avoided option A.

#3 “Appealing endgame boss types.”

From the boss “types” below, which appeals most to you as regards endgame bosses?

245 responses



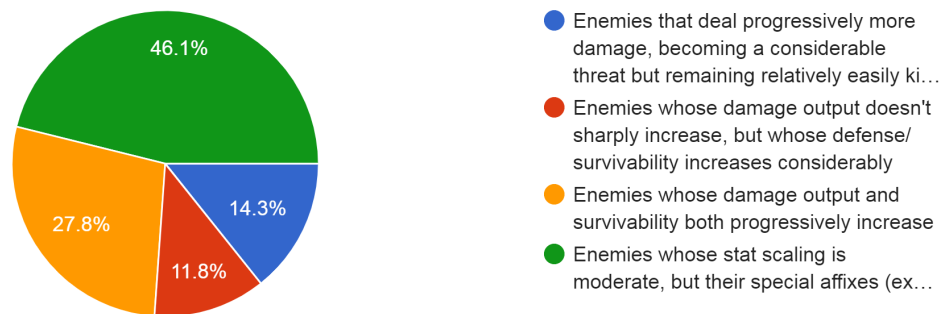
In this question, option A was the most popular (41.2%).

Out of the available boss “types”, a major portion of players prefers bosses that resemble Moloch; ones that “mostly need to be tanked and can be hit straightforwardly, with few mechanics”. Bosses that either “require a specific mechanic to kill” such as Dessicator (option B) or “are invulnerable by default” such as Fulcrum (option C) were less popular but still notable. Bosses that are mostly based on “spawning secondary enemies” like Talox and Squadro (option D) were notably the least popular boss “type”.

#4 “Definition of overall enemy balance/challenge.”

From the definitions below, which is closest to your definition of overall "enemy balance/challenge"?

245 responses



In this question, option D was the most popular (46.1%).

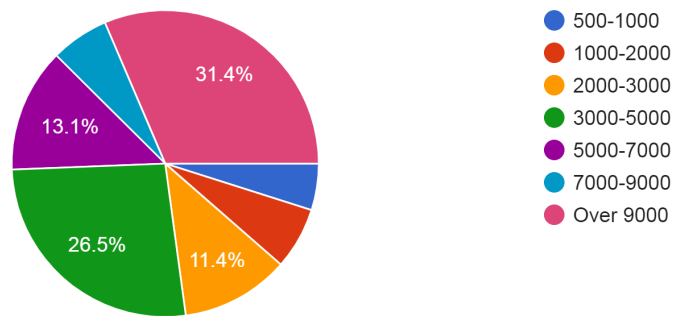
In terms of stat scaling, options A and B presented the options of a focus on increased offense or defense respectively. However, more players preferred the middle ground of both increasing equally in option C (27.8%) than either of the above.

Still, the majority preferred “moderate” stat scaling, coupled with a stronger focus on special affixes in option D.

#5 “Maximum possible DPS values.”

In terms of in-game DPS values, as per the DPS meter (not item power indicators), which maximum DPS values do you feel should be possible?

245 responses



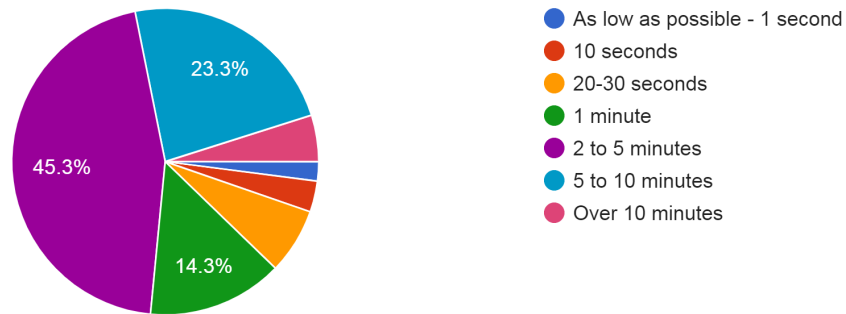
In this question, option G (“over 9000”) was the most popular (31.4%).

This question, along with questions 6 and 7, intended to help gauge maximum possible performance. In terms of in-game DPS values, while the majority answered “over 9000” (option G), the next most popular option was D (“3000-5000”). Furthermore, the two other notable answers (options C and E - 11.4% and 13.1% respectively) were both adjacent to D, being “2000-3000” and “5000-7000” respectively.

#6 “Maximum possible killspeeds for solo-oriented endgame bosses.”

In terms of real-time, what maximum boss kill speeds do you feel should be possible for solo-oriented endgame bosses?

245 responses



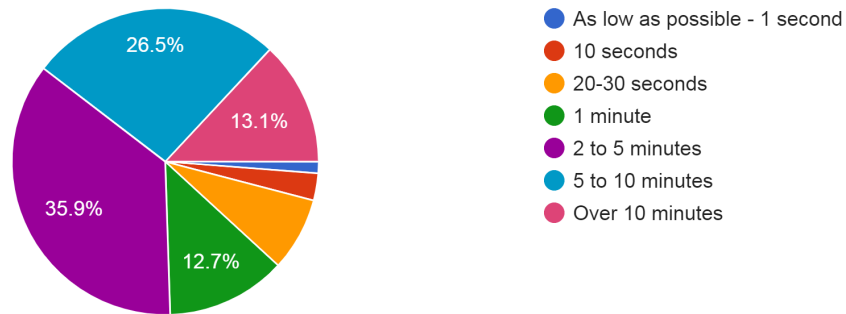
In this question, option E (“2 to 5 minutes”) was by far the most popular (45.3%).

Option F (“5 to 10 minutes”) was the second most popular option (23.3%), but option D (“1 minute”) came third. Notably, slightly more players preferred a higher ceiling than option E (28.2% between options F and G) than a lower one (26.5% among options A through D). It thus seems that, in terms of “solo-oriented endgame bosses”, the majority of players prefer a minimum killspeed of 2 to 5 minutes, with more entertaining the idea of higher ceilings than not.

#7 “Maximum possible killspeeds for party-oriented endgame bosses.”

In terms of real-time, what maximum boss kill speeds do you feel should be possible for party-oriented endgame bosses?

245 responses



In this question too, option E (“2 to 5 minutes”) was the most popular (35.9%).

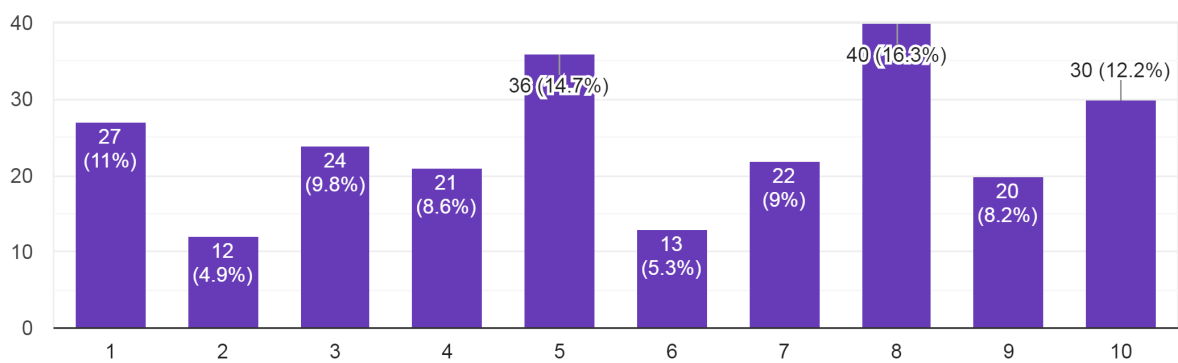
While the most popular answers to this question were not vastly different from those to the above, there is a notable difference in terms of sums. Here, option E had less of a lead over other options, and option G (“over 10 minutes”) came in third. In total, 75.5% of respondents answered E or above, a notable difference from the closer split of the previous question. It thus seems that, in terms of “party-oriented endgame bosses”, the majority of players prefer a minimum killspeed of 2 to 5 minutes or higher.

3) Party play, support builds, secondary systems.

#1 “At the moment there is no real need to play with others, which hampers party play.”

On a scale of 1 to 10, how much do you agree with the following statement: "At the moment there is no real need to play with others, which hampers party play."

245 responses



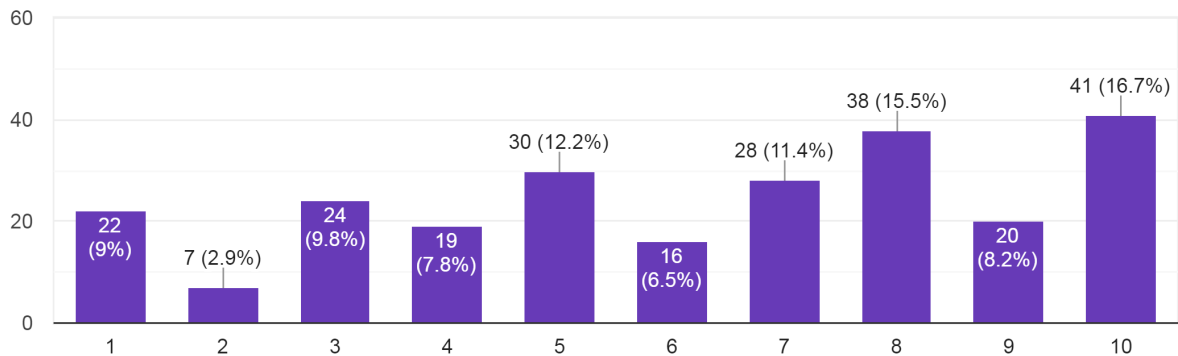
In this question, 8 was the most popular option (16.3%).

This question presents a very visible split however; the second most popular option was 5 (14.7%), followed by 10 (12.2%) and 1 (11%). This split continues into the sums of answers, as 49% of respondents answered between 1 and 5 (“strongly disagree” to “disagree”) and 51% answered between 6 and 10 (“agree” to “strongly agree”). Therefore, players seem to be divided on whether “there is no real need to play with others, which hampers party play” - the following questions may provide clearer insights on this subject.

#2 "There is no real need for support assets and support-oriented/support-heavy builds, which hampers build diversity."

On a scale of 1 to 10, how much do you agree with the following statement: "There is no real need for support assets and support-oriented/support-heavy builds, which hampers build diversity."

245 responses



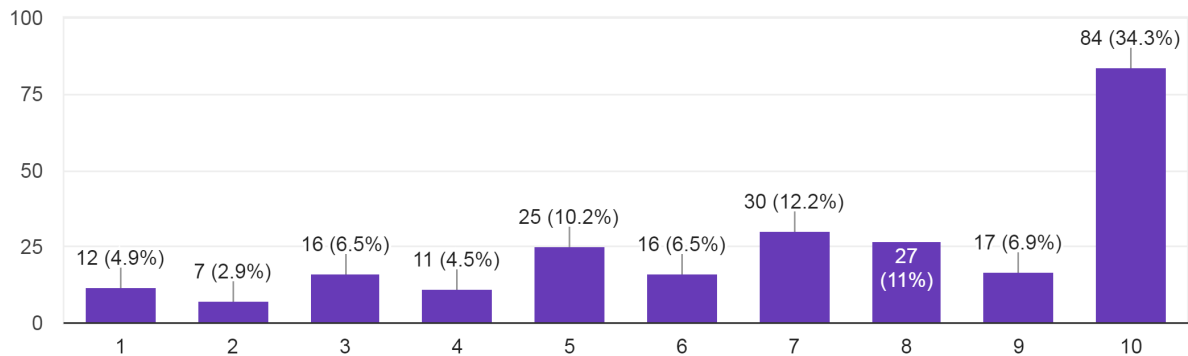
In this question, 10 was the most popular option (16.7%).

The second most popular option was 8 (15.5%), followed by 5 (12.2%). While a notable portion of respondents answered between 1 and 5 (41.7%), which indicates some degree of disagreement, more players (58.3%) answered between 6 and 10. It thus seems that more players agree to some extent that a lack of need for support assets "hampers build diversity".

#3 "The need for party play should not be enforced; all/most content should be beatable solo, while party play should provide further optional benefits."

On a scale of 1 to 10, how much do you agree with the following statement: "The need for party play should not be enforced; all/most content should be beatable solo, while party play should provide further optional benefits."

245 responses



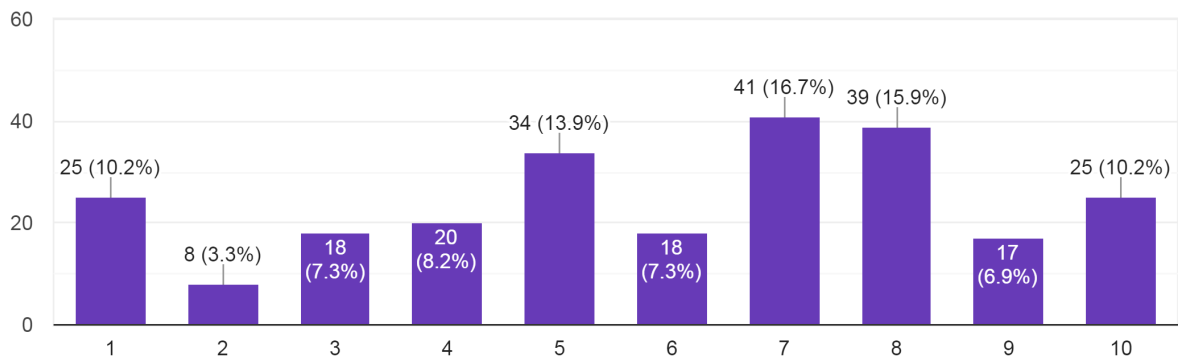
In this question, option 10 was the most popular (34.3%).

Furthermore, the majority of respondents answered between 6 and 10 (70.9%). Therefore, it seems the majority of players agree that "party play should not be enforced" but rather "provide further optional benefits".

#4 "The need for party play should come from class shortcomings; tank classes/builds should not be able to kill bosses quickly or at all, glass-cannon DPS classes/builds should not be able to survive boss fights easily or at all, etc."

On a scale of 1 to 10, how much do you agree with the following statement: "The need for party play should come from class shortcomings; tank class... able to survive boss fights easily or at all, etc."

245 responses



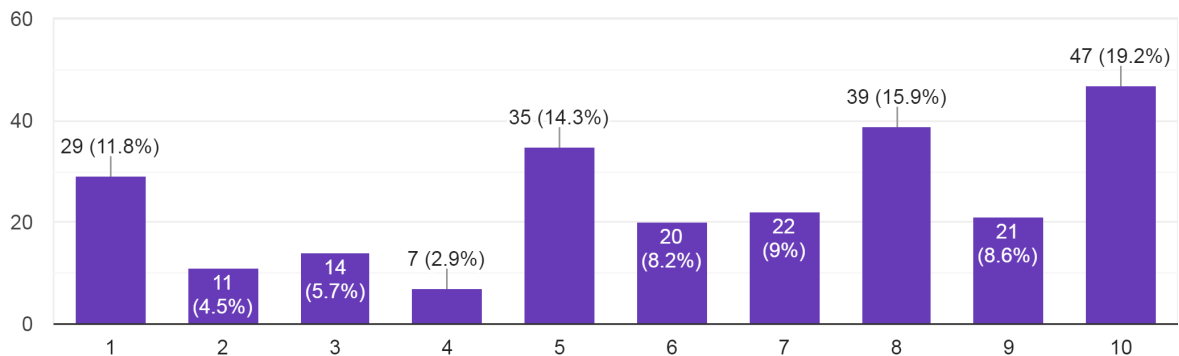
In this question, 7 was the most popular option (16.7%).

The next most popular option was 8 (15.9%), followed by 5 (13.9%). Overall, more respondents answered between 6 and 10 (57%); the majority of players agree that "the need for party play should come from class shortcomings".

#5 "The need for party play should come from the inability of any class and any build to solo some content on the level of mechanics; some content such as raid areas should be specifically tailored to party play."

On a scale of 1 to 10, how much do you agree with the following statement: "The need for party play should come from the inability of any class and...reas should be specifically tailored to party play."

245 responses



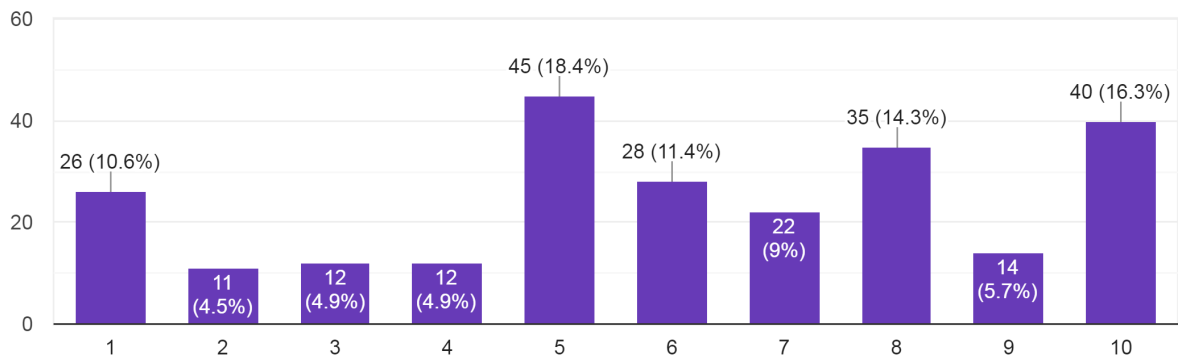
In this question, option 10 was the most popular (19.2%).

Option 8 came second (15.9%) and option 5 came third (14.3%). In terms of sums, the majority of respondents answered between 6 and 10 (60.9%); the majority of players agree that "some content such as raid areas should be specifically tailored to party play" and remain unbeatable solo "on the level of mechanics".

#6 "The usefulness of some builds depends on the content that requires them, the way The Desiccator makes poison-based builds useful. If there is no content that requires niche build assets and mechanics, said builds have no purpose."

On a scale of 1 to 10, how much do you agree with the following statement: "The usefulness of some builds depends on the content that requires ...ets and mechanics, said builds have no purpose."

245 responses



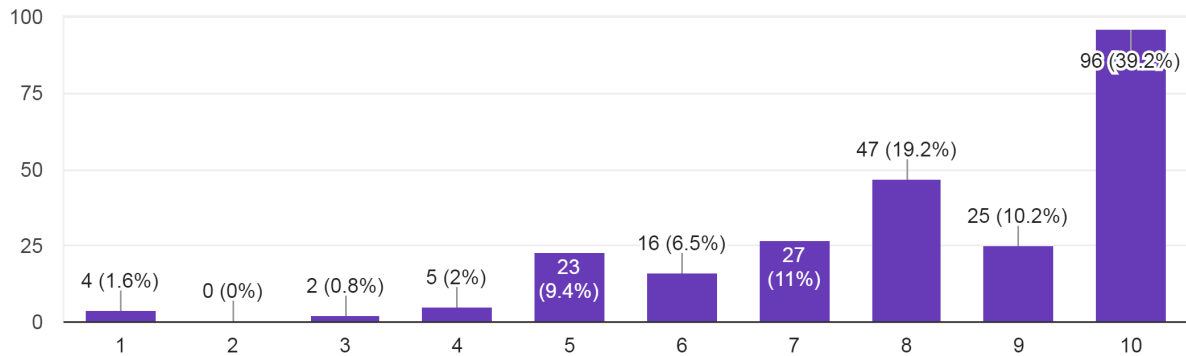
In this question, option 5 was the most popular (18.4%).

The next most popular answers were 10 (16.3%) and 8 (14.3%). In terms of sums, more respondents answered between 6 and 10 (56.7%) than between 1 and 5 (43.3%). Therefore, it seems more players agree to some extent that "the usefulness of some builds depends on the content that requires them".

#7 "Underused/secondary systems and affixes could be developed to provide build diversity; skill group affixes, skill synergy with sfx and crit, skill tree synergy, etc."

On a scale of 1 to 10, how much do you agree with the following statement: "Underused/secondary systems and affixes could be developed to provide build diversity; skill group affixes, skill synergy with sfx and crit, skill tree synergy, etc."

245 responses



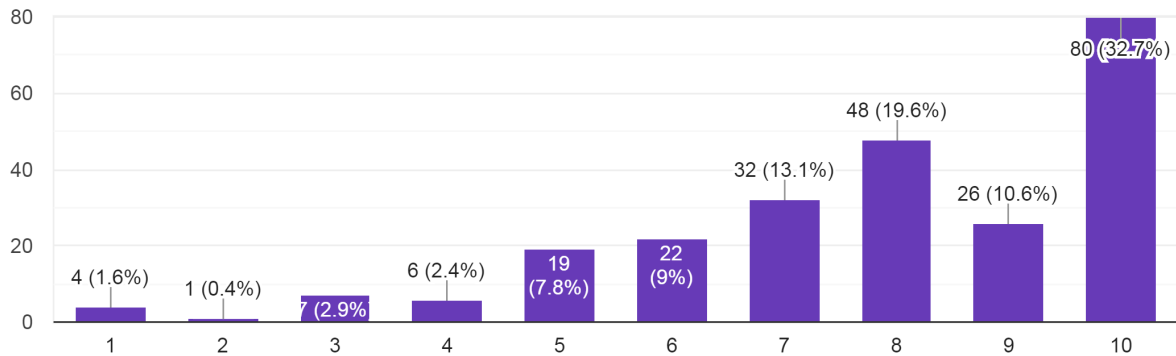
In this question, 10 was by far the most popular answer (39.2%).

8 was the second most popular option (19.2%), and the vast majority of responses were between 6 and 10. The majority of players agree that "underused/secondary systems and affixes could be developed to provide build diversity".

#8 "Underused/secondary mechanics could be developed/expanded to provide build and enemy diversity; DoT, Fear, Stop, power drain, invincibility, etc."

On a scale of 1 to 10, how much do you agree with the following statement: "Underused/secondary mechanics could be developed/expanded to provide build and enemy diversity; DoT, Fear, Stop, power drain, invincibility, etc."

245 responses



In this question, 10 was the most popular answer (32.7%).

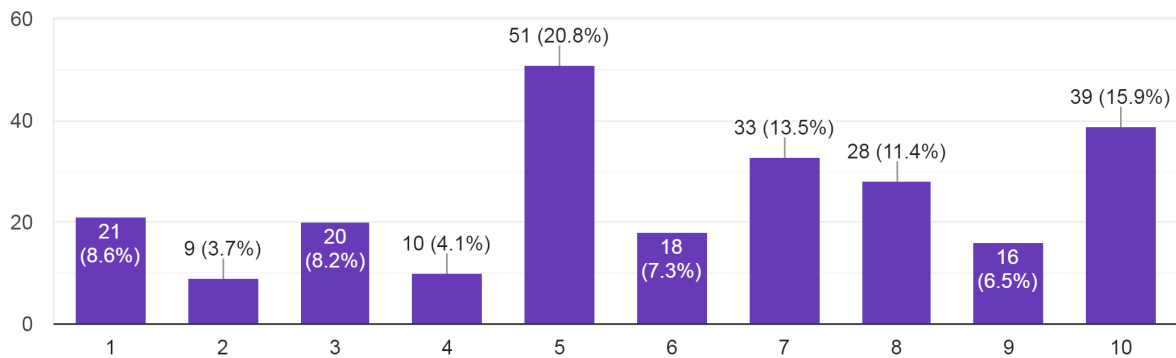
Like in the previous question, 8 was the second most popular option (19.6%), and the vast majority of answers was between 6 and 10. Matching the previous question, then, the majority of players agree that "underused/secondary mechanics could be developed/expanded to provide build and enemy diversity".

4) Critical builds

#1 "Critical builds, as they currently stand, overperform and are in some way(s) harmful to class designs, class balance, or the game overall."

On a scale of 1 to 10, how much do you agree with the following statement: "Critical builds, as they currently stand, overperform and are in some way(s)...lass designs, class balance, or the game overall."

245 responses



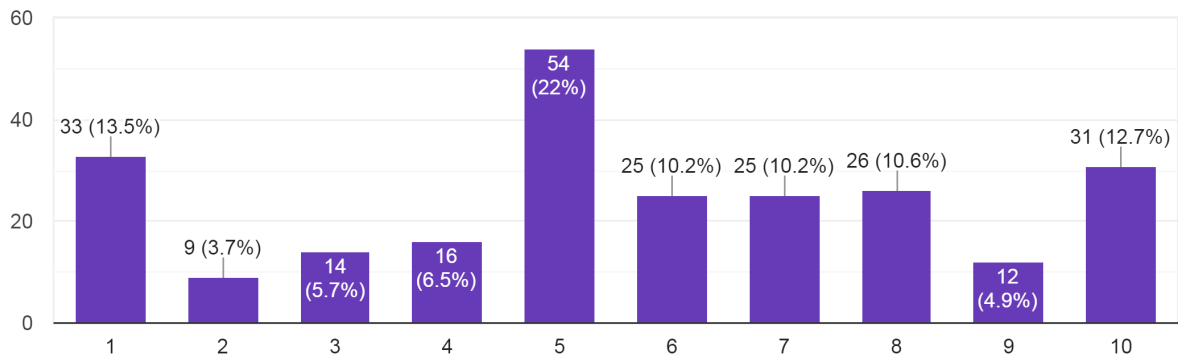
In this question, 5 was the most popular option (20.8%).

In second and third place came 10 (15.9%) and 7 (13.5%) respectively. Notably, more respondents answered between 6 and 10 (54.6%) than between 1 and 5 (45.4%). Therefore, while there is notable division on the subject, more players agree to some extent that "critical builds, as they currently stand, overperform and are in some way(s) harmful" than disagree.

#2 "There is no real need for non-critical builds, which hampers build diversity."

On a scale of 1 to 10, how much do you agree with the following statement: "There is no real need for non-critical builds, which hampers build diversity."

245 responses



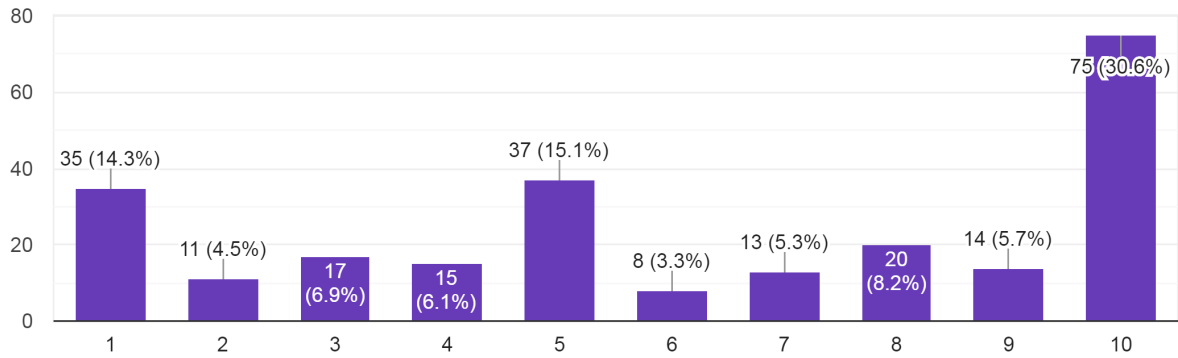
In this question, 5 was the most popular option (22%).

The division present in the previous question continues here, as 1 was the second most popular option (13.5%), followed by 10 (12.7%). In terms of sums, more respondents answered between 1 and 6 (51.4%) than between 6 and 10 (48.6%). Thus, while the two are close, it seems slightly more players disagree to some extent that "there is no real need for non-critical builds".

#3 "Critical-based builds should not reach 95% critical chance."

On a scale of 1 to 10, how much do you agree with the following statement: "Critical-based builds should not reach 95% critical chance."

245 responses



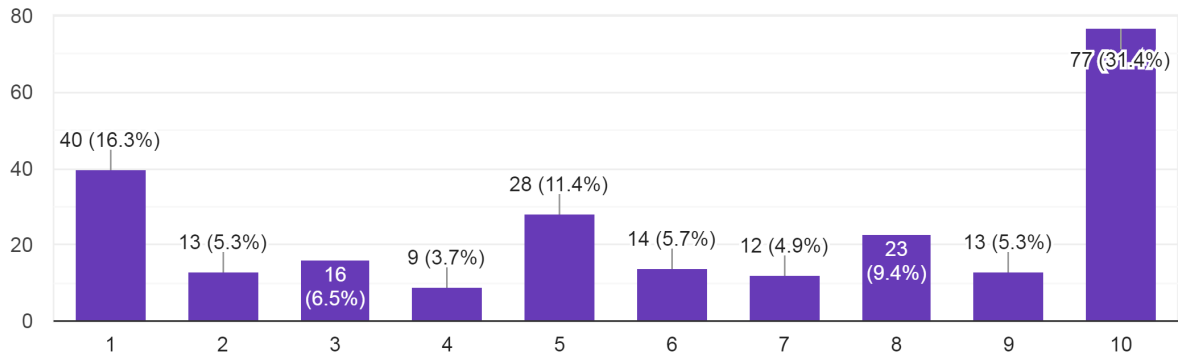
In this question, 10 was the most popular option (30.6%).

Notably, 5 came second (15.1%) and 1 came third (14.3%). The split seen above continues here, as 53.1% of respondents answered between 6 and 10, while 46.9% answered between 1 and 5. Still, slightly more players agree that "critical-based builds should not reach 95% critical chance" than disagree, with roughly a third (30.6%) of all players expressing "strong agreement".

#4 "Critical-based builds should not reach 1000% critical damage."

On a scale of 1 to 10, how much do you agree with the following statement: "Critical-based builds should not reach 1000% critical damage."

245 responses



In this question, 10 was the most popular option (31.4%).

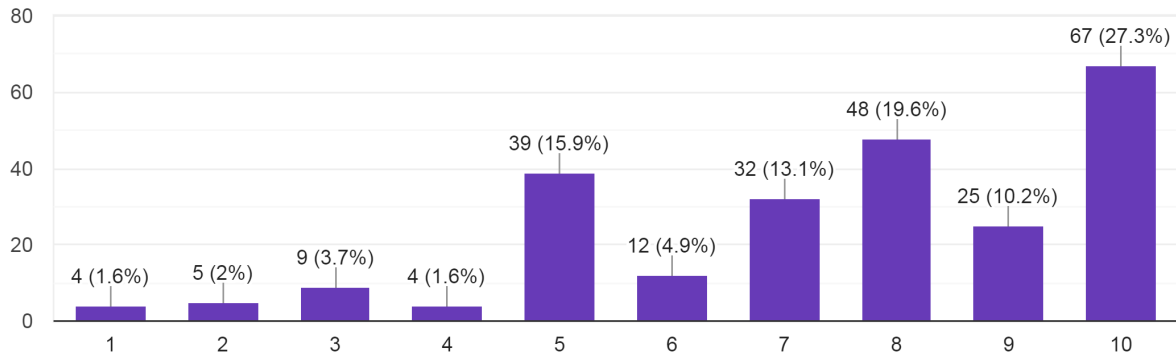
The second most popular option was 1 (16.3%), followed by 5 (11.4%). The divide observed in the previous question persists here, although it is slightly smaller. In total, 56.7% of respondents answered between 6 and 10, while 43.3% answered between 1 and 5. Thus, more players agree to some extent that "critical-based builds should not reach 1000% critical damage" than disagree, with roughly a third (31.4%) of all players expressing "strong agreement".

In turn, between capped critical chance and massive amounts of critical damage, more players seem to be in favor of reducing critical damage ceilings than critical chance.

#5 "Critical-based build options should depend on class skillsets; classes with no skillset affinity for critical builds should have some such options, but should mostly rely on their own mechanics and designs."

On a scale of 1 to 10, how much do you agree with the following statement: "Critical-based build options should depend on class skillsets; classes ...d mostly rely on their own mechanics and designs."

245 responses



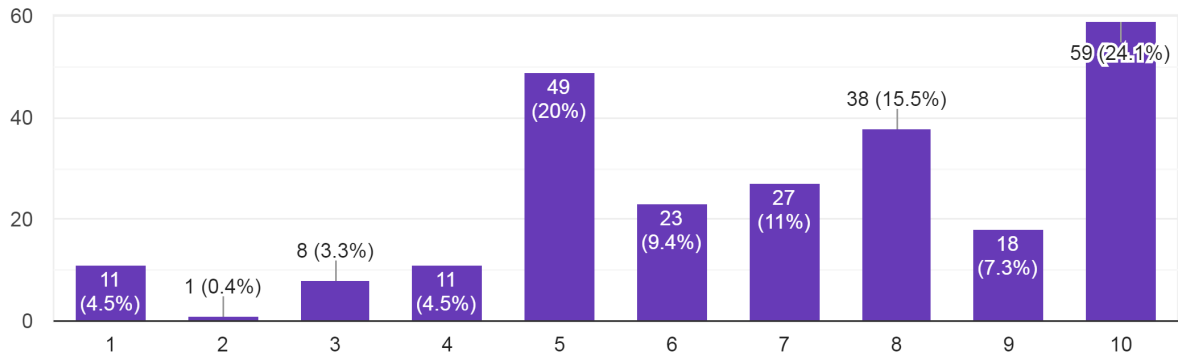
In this question, 10 was the most popular option (27.3%).

Option 8 came second (19.6%) and 5 came third (15.9%). Overall, there is much less division on this subject; 75.1% of respondents answered between 6 and 10, with considerable concentration between 7 and 10. Thus, most players "somewhat/strongly agree" that "critical-based build options should depend on class skillsets" and that "classes with no skillset affinity for critical builds [...] should mostly rely on their own mechanics and designs".

#6 "Critical-based builds should synergize with skills (example: the old Marksman Rounds' effects only triggered on critical hits)."

On a scale of 1 to 10, how much do you agree with the following statement: "Critical-based builds should synergize with skills (example: the old Marksman Rounds' effects only triggered on critical hits)."

245 responses

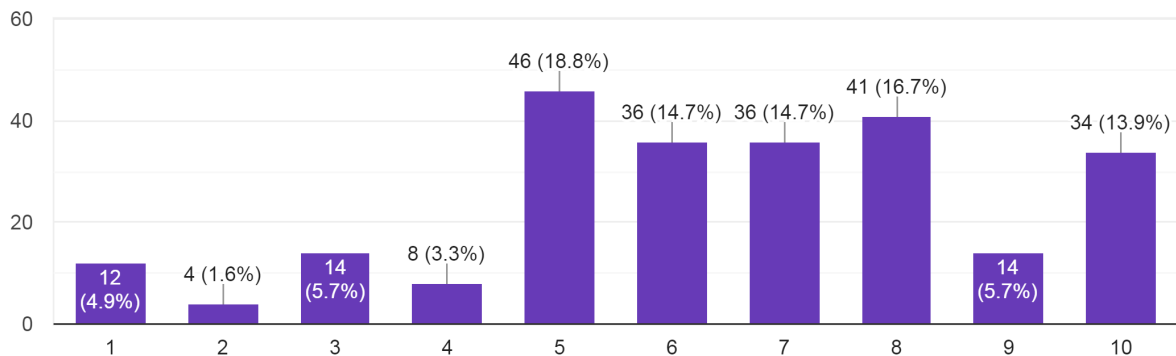


In this question, 10 was the most popular answer (24.1%).

It is notable that 5 came second (20%), but 8 came third (15.5%); a notable majority of respondents (67.3%) answered between 6 and 10. Thus, the majority of players seem to "somewhat/strongly agree" that "critical-based builds should synergize with skills".

#7 "It is a balanced, fun, or otherwise productive approach to isolate some critical chance/damage options to specific skills or skill trees (example: the current Blademaster Crosscutter tree)."

On a scale of 1 to 10, how much do you agree with the following statement: "It is a balanced, fun, or otherwise productive approach to isolate some cri...ample: the current Blademaster Crosscutter tree).
245 responses



Lastly, in this question, 5 was the most popular answer (18.8%).

The second most popular option was 8 (16.7%), followed by a tie between 6 and 7 (14.7% each). More respondents answered between 6 and 10 (65.7%) than between 1 and 5. It thus seems that most players "somewhat/strongly agree" with the suggestion to "isolate some critical chance/damage options to specific skills or skill trees".