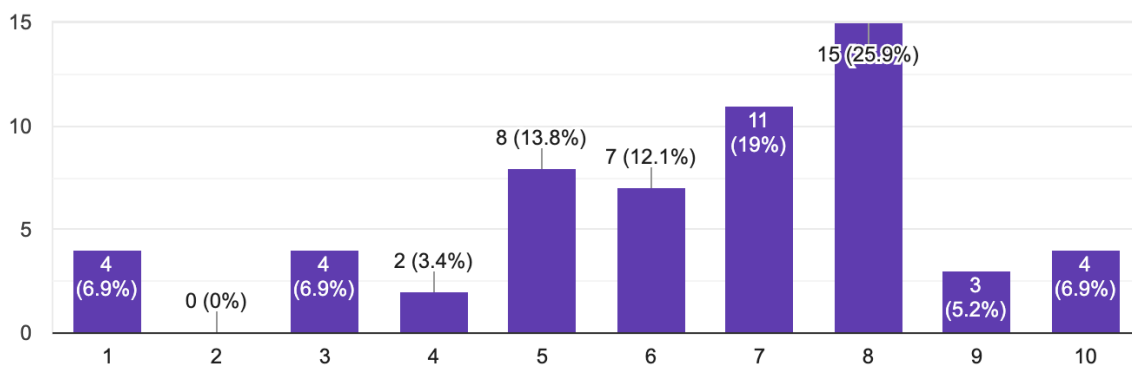


Results (Analysis at the end)

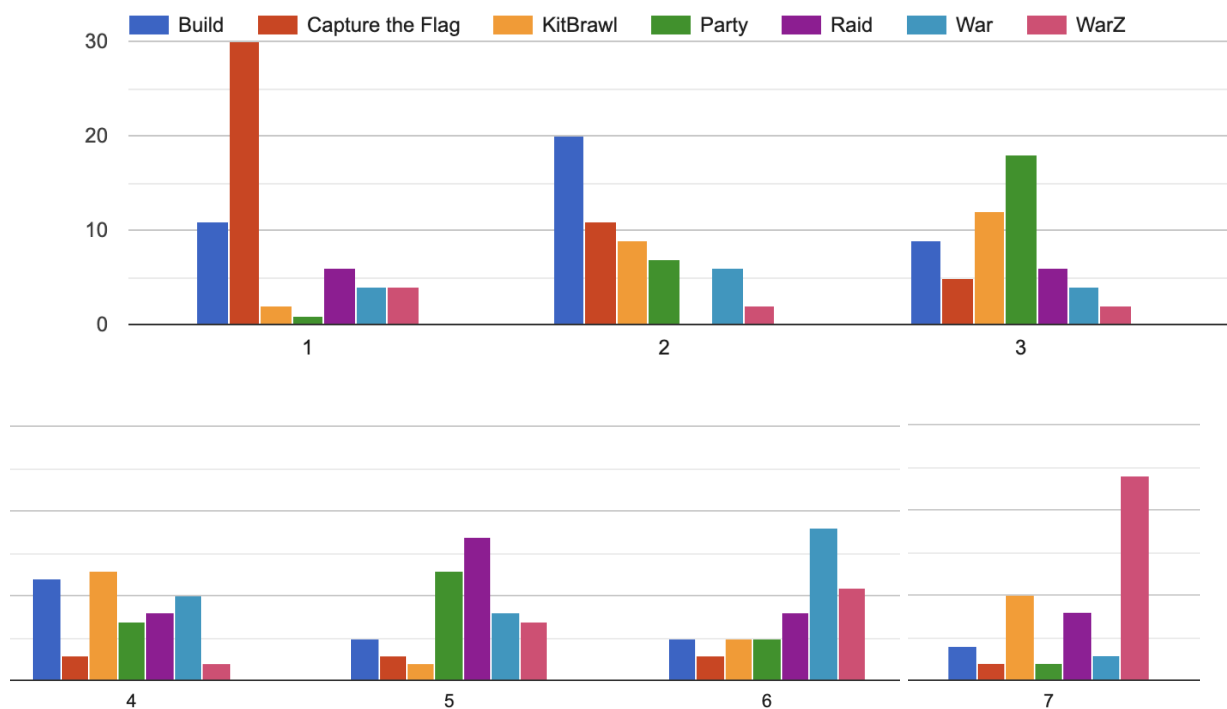
Graphs (Results of long answer comments [here](#))

How would you rate your overall experience on Brawl?

58 responses

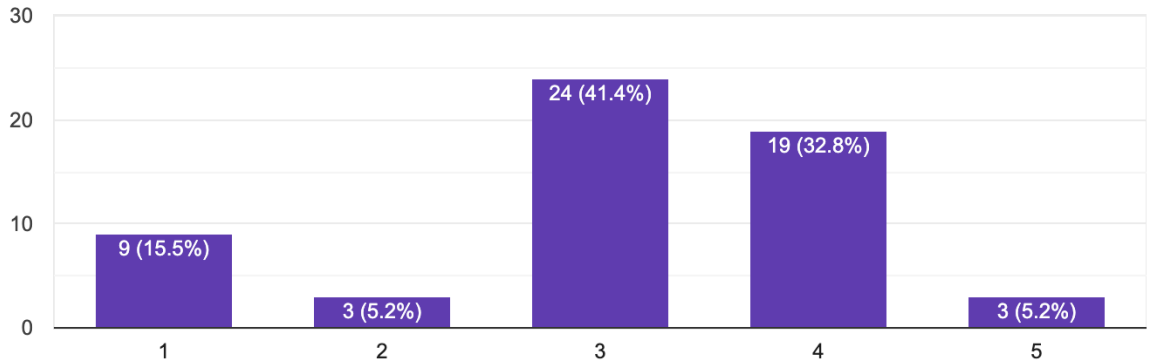


Rank Brawl's gamemodes from best (1) to worst (7)



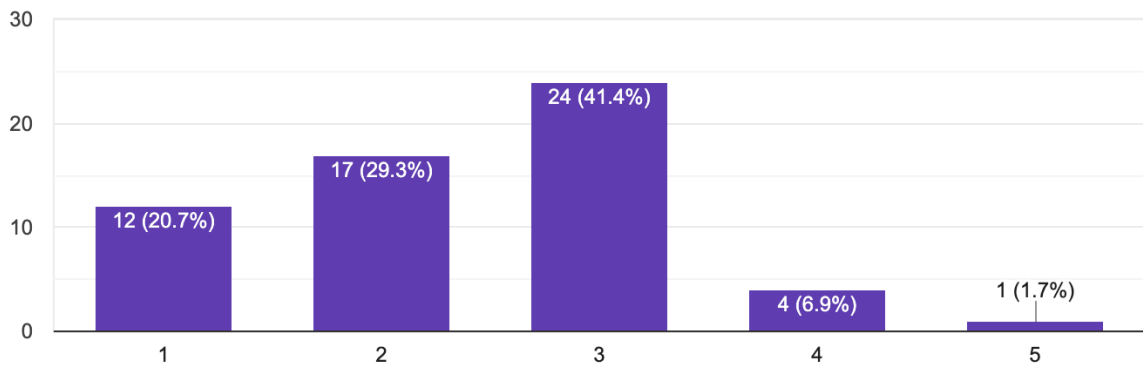
Do you enjoy the events that are hosted on Brawl?

58 responses



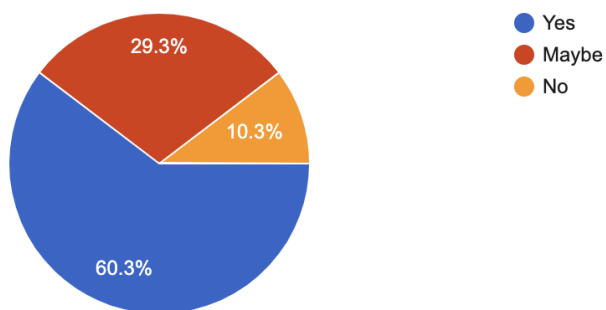
Do you think events happen enough on Brawl?

58 responses



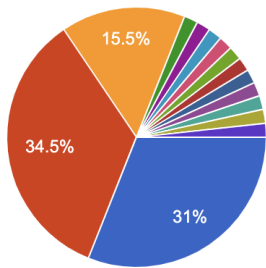
Would you like to see big or weekly gatherings/events in-game, on Forums, and/or on Discord, etc.?

58 responses



Do you think there is a lack of staff?

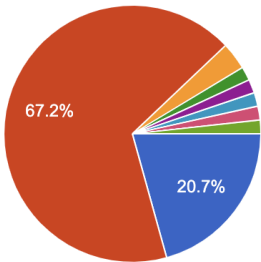
58 responses



- Yes
 - Sometimes
 - No
 - Probably a lack of regional diversity...
 - No, but if we only count the active o...
 - Timezones
 - Not sure, haven't been back in a while
 - Only Carnotauros and CoCaptainBl...
 - There are enough staff members in my opinion, but there are a few time...
 - Lack of good staff*
 - Lack of (active) staff, too much inactive staff.
 - Lack of active staff.
 - Dead
 - There's staff, it's just that they're not active in game what's so ever. Mod...
- ▲ 1/2 ▼

Do you think the staff members are working hard?

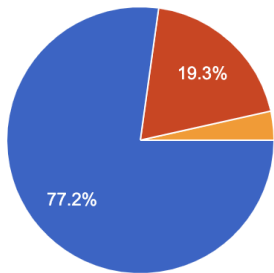
58 responses



- Yes they are
- Only a select few
- None of them are
- A select few are but only at certain periods of time, at the exception of r...
- N/A
- Most staff members work hard, some seem to do very little.
- About 20% of them play regularly....
- Only a few, redslime, ningeek (what...

Have you ever bought from the Brawl Store?

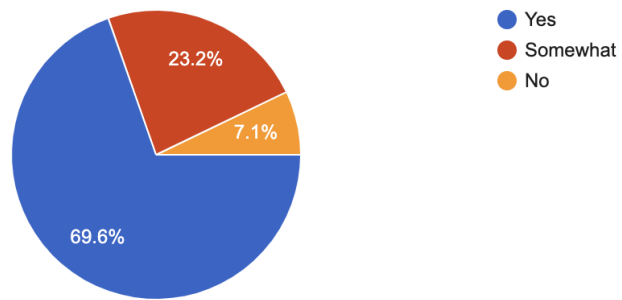
57 responses



- Yes
- No
- Planning to

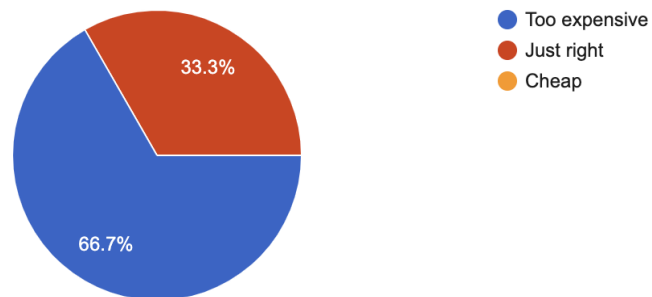
Do you think the organization of store items is good?

56 responses



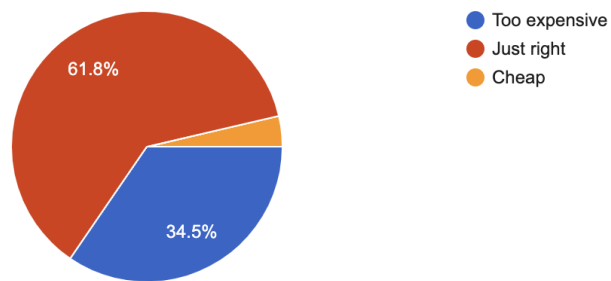
What do you think of the pricing of ranks (monthly & lifetime)

57 responses



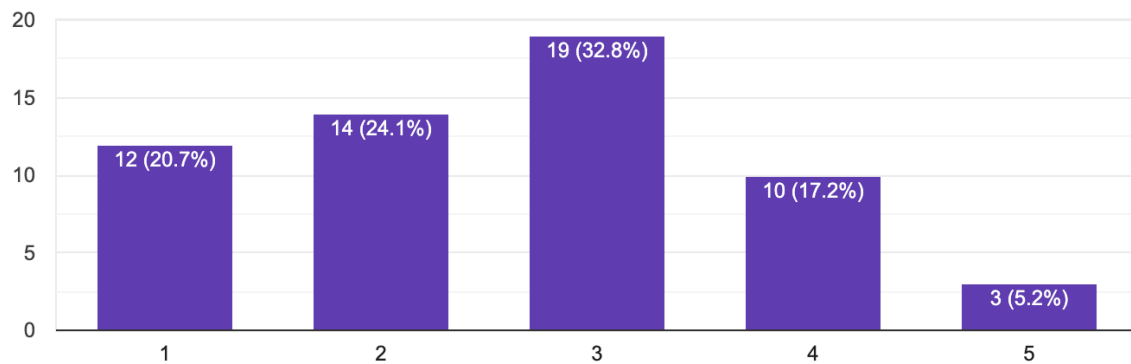
What do you think about the pricing of cosmetics?

55 responses



How do you feel about Brawl's Anticheat?

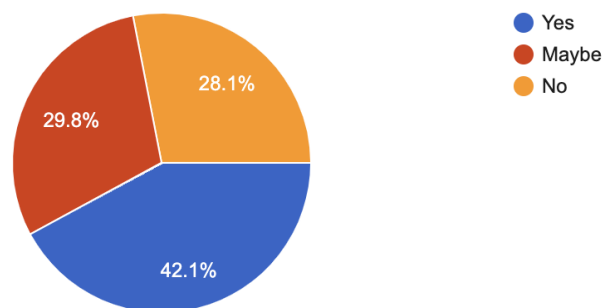
58 responses



Note: There is a new Anticheat being implemented at the moment.

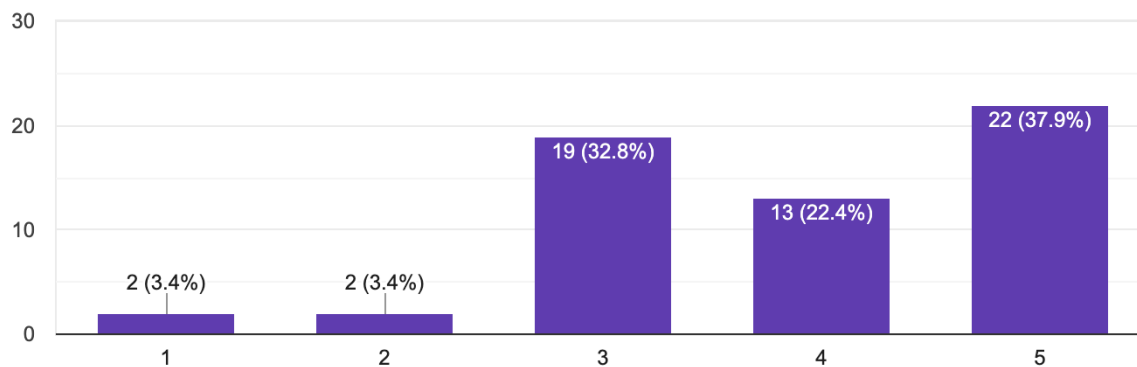
Do you think the punishment system is lenient on regulars?

57 responses



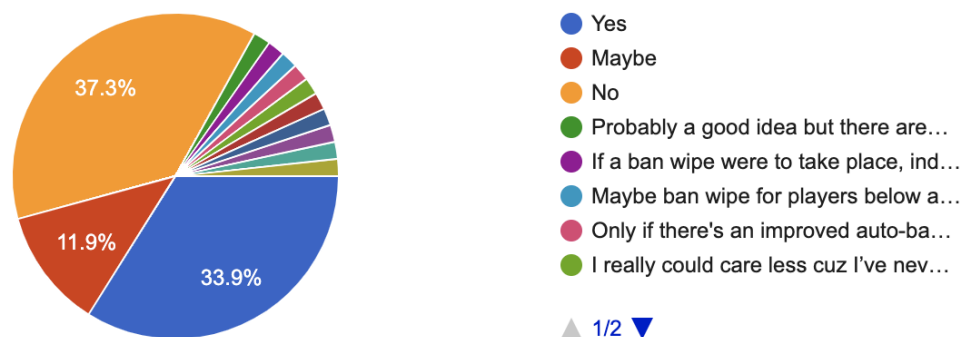
How easy is it to find out how and where to appeal a ban?

58 responses



Would you like to see a ban wipe soon? (all bans on brawl will be reset)

59 responses



Note: see all the other comments in the [long answer results sheet](#).

Abstract

The players of brawl are relatively contempt with the server. Their experiences have been mostly positive with decent overall reviews regarding the game modes. Players do say there are problems: A lack of updates, toxic community, staff bias, a lack of players, stale/underwhelming events, new player unfriendly game modes, and a lack of player retention. According to the community, the best way to improve game modes is to listen to the community more and frequent updates. Also, the community said that the best way to improve player count is advertising. When asked how to improve the community again staff bias and toxicity especially was noted. When asked about the staff team the majority of respondents said that only a select few staff members were working hard, and some said that staff needed to be more active with some callouts on staff being immature/toxic. When asked about brawls store, a super majority (2/3) said that brawl's lifetime ranks were too expensive, another majority said that the cosmetics were priced fairly. Regarding brawl's punishment system the community seemed ambivalent on the auto ban system though a majority did rate it average and above average a sizable amount rated it poorly, this should be looked into. In addition to, the community seemed mixed if regulars were treated too leniently. A minority of players said that ban appeals were handled appropriately. Players also feel that the current system of alting should be changed in general because it is too lenient. Finally, for a ban wave players are very mixed on that idea.

Notable Responses

These responses were either well-written, detailed or unique. These are unedited except for grammar or spelling.

Notable complaints

Community and staff are extremely split and no one really puts up any effort like they used too. People's ranks get over their head. Start promoting people and stop acting like SMod ranks are the U.S. Secret Service for crying out loud. No one plays WarZ either because everyone stopped touching the server after Jay left. Yeah, it was pretty shit but at least everything that was done towards the server was to try and give the game a new experience. Overall, Brawl needs more dedicated people to bring back the games people like and to keep on top of things.

The staff members are just as toxic as the community. Most of which are sex-starved young males who are extremely immature and have very clear biases over whom they like and dislike in the community

The Staff system is outdated, the rules are not all stated on clear threads for individual gamemodes, regular players have no idea what staff is working on until it's about to be released. Most importantly the way of handling cheaters is completely outdated, it causes a lot of false bans and allows any staff member to claim "they could be using (x client) instead of (x client) to bypass)" which puts players in positions they are banned from assumption before proof.

The rules seem portrayed differently for staff, e.g. recording a cheater from a staff's POV for reach is allowed, however, recording from a player's POV to ban from is not because of a new misplace which makes players look like their cheating. Pretty much putting any staff in a position to use this client but because they're trusted they can get away with banning the players they want to, which isn't fair.

A lot of the system needs to focus more on how it works and making things fair, and efficient and updating to what the server needs to be.

I have attempted to play War-Z in the past and never understood the objective, I was quickly confused and I did not understand how to play. I have a lot of fun playing party with my friends, but the same 24 minigames are cycled throughout and can get repetitive. I love practicing my PvP on KitBrawl, the only issue is that there are rarely a good number of players on, but the gamemode itself is perfect.

1. The staff system
2. The ban system
3. Gamemode updating frequency
4. Rules are not placed clearly for individual gamemodes
5. Outdated wiki's for games
6. Staff can fake their behavior of being "good" for 2 months, apply for staff, and get staff with a fake attitude.
7. Staff Applications take too long
8. The staff treat the game as if it is a lawful court instead of what it actually is a game made for ages 7+, for fun and players are never given benefits.
9. Outdated systems
10. There's a lot more negativities about brawl but to fit them all into one section would take hours to write out.

Notable appraisals

Some of them are unique, like CTF, war and Build.

CTF is by far the best version of the game I've seen.

War is probably one of the best Team vs Team gun games out there, even though it has no players now due to lack of advertising.

Build is by far really BY FAR the best building server in existence, is there any other build server that gives you almost everything (except water) and a 512 plot without paying? Nope.

Party: In my opinion, it is quite average since there are many other minigames servers and it hasn't had an update since god knows when, but, I think it will have an update soon so it's fine.

Overall, the best part is the staff's dedication to the gamemodes and the community's own proactive creation of and participation in activities and events. Furthermore, CTF is unlike any other game mode offered by any other server. There is no alternative to it. It's simply the best in the business

Brawl's CTF is by far the best capture the flag I have played on any server. It is unique and although it is hard to learn for new players. Build serves its purpose and it is very well put together. Party is also unique and find myself playing it from time to time.

The playability is good about most brawl gamemodes, as in it will take a long time to burnout of the game

Notable Findings

Only **14/48 respondents said that appeals were handled appropriately**, this calls for a reevaluation of the appeal system of brawl since only a minority said that it was handled well.

7/39 respondents said that toxicity was a problem in the server, Though this isn't a majority it is still noted worthy since for a free response section they all specifically said it was an issue

5/39 respondents complained about staff bias, again not a majority and these complaints were mostly raised by the same people who complained about toxicity in the server

20/51 respondents wanted either more frequent updates or for staff to listen to the community more, 8/51 wanted staff to listen to the community more and 12/51 wanted more updates. These numbers were combined because they both achieve the same purpose. Staff needs to listen to the players more to get better quality updates, and brawl needs to increase the quantity of updates in general.

15/48 players complained of a lack of players, they all complained that either a lack of players made game modes unenjoyable or literally unplayable

Staff Responses

- Listening to players
 - CTF currently has testing days with community, and is actively listening to feedback. Polls have been conducted in Raid (ie: recent terrain generation poll). It will be trickier to establish better community-staff relations for other gamemodes without a developer / dedicated community
 - New developer! (DeZilla) to push for more updates
- Toxicity
 - We have made changes to the "Continuous Rule Violation" rule, making it a case-to-case basis and just ban/mute for extreme players who clearly deserve the punishment, rather than waiting for them to rack up x amounts of punishments in an x amount of time before being able to do anything.
 - Chat filtering is going to expand to censor numerous languages (will still be able to bypass with /censor).
- Lifetime ranks
 - Prices will not be lowered any time soon simply because it will not be feasible for Brawl.
- Location of ban appeal
 - Quite clear on Brawl website - if you are banned, it will show the ban appeal link right there
 - Possibility for more visibility in Discord - new channel for important links
- Advertising // Lack of players
 - We are contacting Youtuber's at the moment. Currently, 4 Youtuber's have reuploaded our Raid Map 6 trailer ([here](#), [here](#), [here](#), and [here](#)).
 - Streamer on CTF! ([here](#), [here](#))
 - If you have contacts or have anyone you want to see in particular advertise Brawl, please message Prooddyyy.
- Autobans
 - Redslime is currently working hard on improving the autoban system, statistics show that the false-ban ratio improved since its last update.
- Ban wipe
 - Will not happen any time soon. Split feedback from community, staff team decided that many of those who are currently banned are not necessarily the people we want to bring back onto our server.
- Events

- NOTE: This survey was sent out in June. Since then, there was a series of events in July, and events are now happening more frequently with many of the events being a success.
- Prooddyyy is currently organizing events to happen more often and randomly scattered throughout the month, and we are currently brainstorming Halloween events. If you have any ideas for new events that you'd like to see, feel free to post it on the forums, the Brawl Discords, or pm staff members about it.