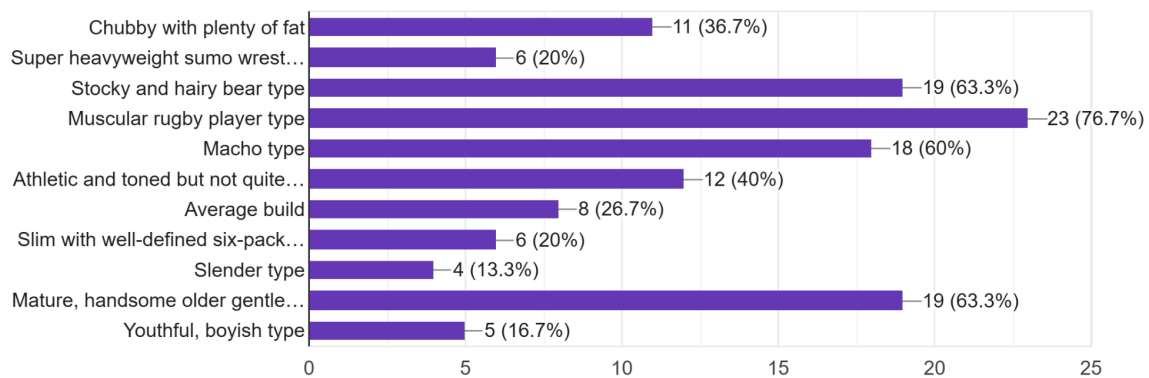


○Thank you for participating in the survey!
Here is a summary of the results.

Which of the following body types would you like to see implemented as a romanceable character? Please select all that apply.

30 件の回答

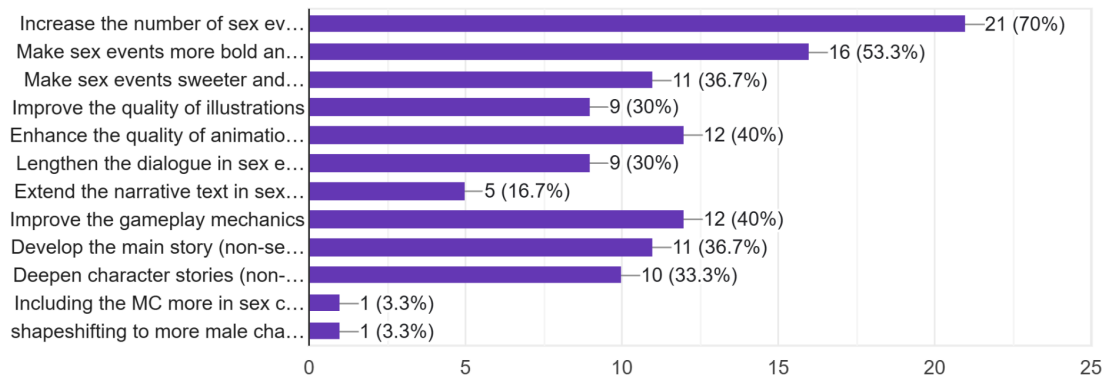


As expected, muscular, macho, and bear-type characters were the most popular. “Mature handsome men” ranked second, which was more than I had anticipated, so I plan to include more of these refined, mature types.

Additionally, “chubby-type” and “athlete-type” characters also proved to be quite popular, so I want to make sure none of the preferences are overlooked. I think the best approach is to implement characters based on this composition of preferences.

Where would you like me to focus more effort in future games? Please select all that apply.

30 件の回答



It has become clear that many of you are thinking, “We want more bold and kinky sex events!” and “We want more sex events!” Hmm...

I want to focus on creating erotic events packed with fetishes and a high level of kink. The situations and scenes being requested are all amazing (and quite kinky), so I want to pursue the erotic elements while responding to these requests. Balancing “highly kinky” and “sweetly romantic” content is a challenge I want to take on: the kinkier scenarios should be pushed further in their intensity, while the romantic ones should be made even sweeter.

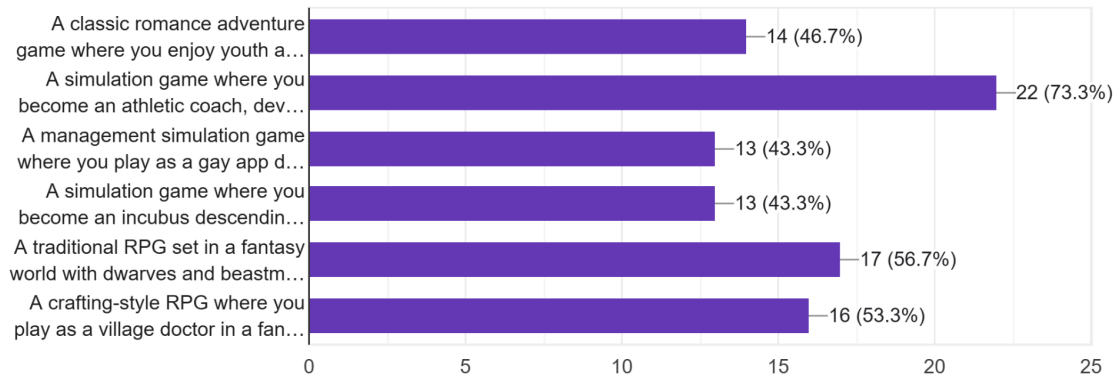
About the request to add more erotic events: I’m currently at my limit with 2–3 scenes per month. I haven’t decided yet whether to extend the whole game development period or add more events through CG variations, but I want to do my best to meet your expectations.

Additionally, many people also asked for more detailed character events and main story scenes, so I want to focus on depicting the characters while staying true to the world and its setting.

—

Please select all of the following erotic game concepts that you would be interested in playing:

30 件の回答



Regarding the types of games you want to play, sports-themed simulation games came in first. The popularity of highly sexual, athletic students is impressive. RPG-style games also remain consistently popular. I plan to make great use of these results in the next game following the one currently in development (Kagama).

○Finally...

I received responses from 30 people for this survey. I really appreciate your valuable feedback! There are still many supporters who haven't answered, so I'll keep incorporating new opinions as development continues.

If you haven't taken the survey yet, you can fill it out here:
Survey form: <https://forms.gle/vRs9zS4xKha8tmkVA>