

In general i like (what i think) was the original vision of dayz, about a hardcore survival "simulation". I like to have things authentic and pretty hardcore. I also think that's why dayz got big in first place, as it was unique and unforgiving compared to other games.

I understand that you needed to make the game a bit more accessible and are in a constant twist between the hardcore fans and the more casual players.

I think though it's dangerous if you are making the game too easy, that it will lose its unique status and mix together with quite a lot of other games.

My feedback now will obviously mostly go in the hardcore direction, while i try to keep it also simple. Also i am sure you got some things already in the pipe and know about some points.

A few notes:

- As i am mostly playing in a group of ~5 players, this is not alone my feedback, but rather the feedback of a quite experienced dayz group.
- We are playing on vanilla servers, so with all bugs and feedback, no mods are involved.

1. Five rather critical bugs since 1.05

- a. Dead or unconscious players are often not lootable because they fall into textures like walls, ground surface and so on.
Even if they are lootable, often the item which is in their hand (mostly gun) is not accessible still.
- b. Tents are less accessible since 1.05, especially if they are near trees its hard to access them from inside often.
- c. The amphibia pistol, even though it sound is suppressed is hearable from very far away like you are standing right next to it.
- d. Before 1.05 already but still: When you switch your weapons with hotbar from for one rifle to another one for you all looks normal. For people around you, your weapon will often stick out somewhere of your back and you don't have it properly in the hands. This can be abused and make it look like you actually don't have anything in hands but you still can shoot.
- e. Shooting sounds cannot be heard by everyone. (as i am always in a group, often some of us can hear shots, others don't. Even already pretty close ones.)

2. Feedback, suggestions

2.1 Bullet Damage

(i am only talking about not armored players, plate carrier eg. work fine i think)

Since 0.63 there was a big change in how players react to bullet damage. While in 0.62 it felt still authentic and was milsim like, it got way worse after it. First you had some hit detection problems, but for my understanding this got ironed out.

So right now, if you use a 22., .380, 9mm or even 45. acp, be it with pistols or in SMGs, it feels just way too weak. Normally 2-3-4 bullets of 9mm in center mass should be in MOST cases (not all) enough to drop someone (in dayz meaning -> unconscious) or kill. Similar to a .380. Admittedly the 22. should be a bit weaker. Getting hit with a .45 acp should be already quite devastating. A headshot or neck shot with any pistol (but maybe 22.) should be >90% deadly.

Higher Calibres like AK/SKS or M4 rounds, should of course be even more brutal on players. It should be enough to hit a not armored player center mass with 1-2 bullets in center mass to be 95% sure he is incapacitated. (uncon or dead).

Right now players are often spraying 5-10 bullets so finally the target player reacts and goes down.

Sniper hits are also way too weak. When hit center mass with a winchester or Mosin even up to 300-500 meters, you should not be able to just walk it off.

It doesn't feel satisfying for now to have a tactical advantage, to prepare an ambush, to land a good sniper shot, because the opponent almost has the same chance to fight back, even after being hit several times.

The only weapon which feels authentic by now is the Shotgun. That's why a lot of people choose it for now even over UMP45 or M4s or AKs.

So what causes this?

- Is it a wanted gameplay decision, then please at least balance it to a bit more ArmA, Milsim, Authentic style again. Don't be afraid of making 1 high cal bullet drop you. It happened in legacy, in arma and it happens in real life.
- Is it because jackets, field vests, backpacks, motorcycle helmets giving too much protection?
- Is it because the reaction of bullet hits are often delayed by ~500ms up to 2 seconds? (Server performance or wanted?) This can also be seen if jumping down somewhere high, the first few seconds you are still on normal health and can walk, before you break down.

Suggestion, easy spoken (while i know its a bit more complicated, but you get the idea):

Increase the bullet damage by an average of 20%, and decrease protective values of normal clothing (not armor) and let people go unconscious or die faster.

Make pistols deadly again, as they were in legacy version and as they are in real life. Make higher calibre guns authentic and give them the power they should have.

Just think if you would add the derringer again. Right now with 2 bullets .45 ACP you could do almost no harm unless you land a headshot (or 2).

2.2 Add Inertia

In my (our groups) opinion the current movement is on one side very well done, and fluid, it feels modern. On the the side it's too fluid, it feels to arcadish.

- People can Zig-Zag without any speed punishment on almost 170 degree turns.
- People go from standing, speed 0, to full speed, instantly. There is no acceleration period.
- Strafe direction changing looks pretty comical as pressing A-D doesn't really stop your character.
- even though stamina got added, a fully geared player should not be able to sprint as fast as a fresh spawn. Not even for a shorter period of time. Maybe you can reduce it, just a few %.

2.3 Recoil and Weapon Sway

While i know in some legacy versions it was sometimes a bit too much, the current sway and recoil is almost non existing, nevermind which weapon. AK, M4, Mp5, UMP, are all a bit too easy to handle and spray with. While currently this is almost needed (because the guns are too weak, see 2.1) i think once you hopefully fix 2.1 also the recoil should be increased a bit. It was done so well in 0.62 or ArmA2,3, please go back a bit in this direction.

2.4 Broken Limbs (easy idea)

Even i personally would love that you can only crawl around if you got hit by a big calibre in the leg or fell down from too high, or get axed in the leg, i think this would be a big uproar about the not so hardcore fans.

Suggestion (i think relative easy to implement and good compromise):

The effect of broken bones is the same walking animation as if you are red blinking on health (but you don't need to be red blinking on health for it obviously) and following possibilities:

1. Using a splint (rags + stick or similar) will get you to instant yellow health walking animation for 5 minutes, then 5 minutes to low white animation, then cured.
2. If not splinted just make it 10 minutes until you reach yellow health animation, then 5 minutes low white, then cured
3. get the old broken bone symbol back, next to pills and sickness Maybe also add a splint symbol or use the current pill icon.
4. The effect for having a broken arm should obviously be that you have way more weapon sway, additional maybe that you can't hold 2 handed weapons for a long time in aiming stance.

This could be, fixable by a splint completely within maybe 5 minutes.

Without a splint in 10 minutes. No special animations or different stages needed.

2.5 Unconsciousness

In the current version, there is almost no need for any teamplay or first aid for unconscious people. Because people either die instantly, or they wake up themselves from uncon within ~20 seconds.

Almost always.

In legacy versions you could stay uncon for up to ~10 minutes, you could bleed out slowly if you didn't get bandaged by mates (or enemy). You required first aid and help from other people, like a saline bag to restore some blood, epistick or CPR, needed to be forcefed if you were too low on food/water.

All this is gone for now.

- Right now when you starve/dehydrate you are instant dead.
- if you bleed out, you are instant dead
- if you get shot uncon. with shock value you always wake up after a very short time, i think its always the same time?

Suggestions:

- If you dehydrate or starve, go unconscious for at least 5 minutes before you die.
- If you lose blood, go uncon before you die, dependent on how critical your injuries are it could take up to 10 minutes until you die by bleeding out.
- If you get uncon because of shock, make the time until you wake up random(?) and longer. It should be possible and a good chance to go from shock uncon, into bloodloss uncon, so you really need help (bandage, saline,..) to wake up again.
- If you get hit in a ballistic helmet, with low calibre or long range higher calibre, give it a chance to drop you unconscious again (no bleeding needed) like in old version
- Let a epistick wake you up instantly (not sure if this is already working, as everyone wakes up so fast i hardly could try it)

This is all meant to encourage a bit of teamplay, Medical RP and to enforce tough decisions.

Do i help my bleeding out mate and bandage him while still taking fire?

A sniper could take a wounded, uncon. player as a bait, not finishing him off, so his friends come to help.

You would randomly find some unconscious players again, who are about to starve or bleed out (and did not respawn yet) and you could force feed them, help them.

More unconsciousness -> Much more player interaction.

2.6 Base building

I keep this short, because i think it's a very obvious one and you plan to fix it soon.

For now in vanilla servers almost no one is investing time in building a base, because the only defense it actually has, is if you hide it. Obviously a tent, some chests or boxes are way more effective to hide and easier to get than a base.

It should not be possible that every fresh spawn with an axe, eg. can break into your base within 1-2 minutes. It should not be possible that every group of 2 players can jump in and take all what you build for hours maybe days.

Suggestions:

- Make the walls a bit higher, so its harder to jump in, or with barbed wire so its impossible to jump in.
- It should take at least 60 minutes to 1,5 hours to break into a base, so people are actually considering building one. This could be achieved by:
 - Higher defense values, lower breaking values (less nails eg. removed per time)
 - Reduce the tools which are able to break in (maybe just big axes?)
 - Wear the tools off faster while breaking in
 - Make the tools not repairable, or just repairable once which you need to break
 - Make the tools you need to break in rather rare
 - Additional maybe make create a c4 item or something, which is very rare, very loud and can get you through a wall instantly.

2.7 Combat Logging

Suggestions to fix it:

- Increase the combat log timer to 45 seconds
- Make a 10 second penalty when you cancel the timer until you can move/shoot again and give it a clear sound that someone aborted the Exit timer. (Gun reloading maybe?)
- Make a few yawning sounds during the combat log timer
- Make a sleeping bag zip sound if someone instantly exits the game.
- Not sure if easy possible: If possible increase the combat log timer to 1,5 minutes if bullets were registered flying near the player within the last 5 minutes.

2.8 Ragdolling

I think if ragdolls are made quite "heavy weight" they should not roll down hills and so on. Therefore i think it would be enough to sync just 1 (center mass) or 5 (head, 4 limbs) coordinates from server to clients.

The ragdoll itself could be calculated clientside and still make them lootable if this 1 position center mass is saved and synced, or?

It would be a great addition to get ragdolls again.

2.9 Nighttime Brightness

I see that you try to balance the nighttime since quite a while.

I think in 1.04 it was perfect, for some people though it was too dark. In 1.05 it is so bright again, you are not forced nor encouraged to use any of the light sources you created. Now you don't see anyone running around with chemlights, torches, flares, flashlights anymore, because its bright enough.

I think if you could make it just a tiny bit darker again, like between 1.04 and 1.05 it would be a good compromise. While not being completely pitch black dark, it would still encourage people to use light sources (which make awesome player interactions)

3.0 A few short suggestions, balancing ideas:

1. increase the time you need to struggle free of duct tape, handcuffs, rope, to at least 2 minutes. Handcuffs maybe even 4 minutes. Right now restraining someone is relatively useless as you have to keep constant watch and cant even look away for 10 seconds.
2. Maybe you can make players who got one shotted, still hear the gunshot sound, as quite some people just see "you are dead" and think they died randomly due a bug.
3. Well, cars are still a deathtrap and hardly driveable on full 60 player servers.
4. global loot economy: for now it is impossible to find any military loot in civilian areas and i think visa verca. Please add a low chance to find everything everywhere so looting civilian buildings gets interesting and surprising again.
5. blunt objects (foodcan) too often win against knives, axes, in melee combat, which is not too realistic.
6. you should not move forwards when melee fighting. This is a big one<<
7. ou should not move backwards when melee blocking
8. Kuru in real has more average than 10 years incubation time, maybe balance it that kuru kicks in only after 2-4 hours after you ate human flesh. (and not always, but at a random, high chance)

4.0 Highly demanded features summary:

- pen & paper (please! adds so much to the game)
- Bipods / Weapon Resting also without bipod (arma 3)
- rising above cover just enough so you can shoot above it. (Vietcong, RO2,3)
- ragdoll, best with some natural motion (example: <https://youtu.be/CKZbFvJc3QY?t=258>)
- RPGs (hopefully very rare though)
- bows and crossbows
- fishing, rabbits and snare traps
- catching rain with bottles / cooking pot
- disinfecting wounds continuously so you dont get infections
- sickness high temperature
- dragging handcuffed / unconscious / dead players
- blood trails on the ground if someone who was heavily bleeding moved (goreZ mode)
- shooting from vehicles