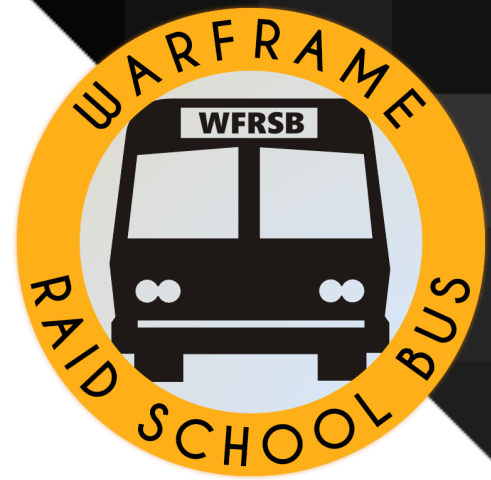


# Raid Changes & Feedback Summary

13/2/2018

A short document to summarise & facilitate dialogue regarding Trials in Warframe.



## What Trials contribute to Warframe:

1. **Cooperative Gameplay:** Teamwork is required to solve puzzles, and rewarded with unique items. This also helps build social groups, as players learn to improve themselves.
2. **Valuable Rewards:** Core rewards (Arcanes & Credits) feel special and worth returning for. Increased spawn rates of rare items in challenging missions felt rewarding (such as rare crates and mini-boss exclusive weapons).
3. **Challenging Gameplay:** Repeatable challenge, utilising Warframe and Archwing mechanics in unique ways, highlighting Warframe's distinctive style amongst other competing games.

## Perceived Core Issues:

1. **Poor matchmaking:** The inability to or difficulty in finding a group is the #1 reason for players not participating in trials.
2. **Lack of advertisement:** Starmap nodes for Trials are not visible until Trial keys are bought via the market, which can only be found via searching.

3. **Poor communication of game mechanics:** Unique gameplay mechanics mean some more challenging aspects can be off-putting for newer players, especially when combined with bugs. This can be exacerbated by lack of in-game guidance.
4. **Perceived instability with gamemode:** Many players' impressions of Trials is mixed due to long-lasting bugs. Even though Trials are technically more stable than they have ever been, the reputation for being buggy has persisted, putting off many players from attempting or repeating them.

## Implementation:

1. **Reward dilution causes frustration:** Some Trial Arcane reward tables are perceived as practically useless in everyday gameplay, and can heavily outweigh the more desired ones.
2. **Mandatory items limit & discourage engagement:** Crafting costs for Trial keys and Antiserums, crafting times for each, and blocked off matchmaking is not conducive to the majority of players.
3. **Slow puzzle mechanics can be off-putting:** Players are averse to being forced to wait for extended periods, in comparison to the usual fast-paced gameplay Warframe offers. This is highlighted during the Law of Retribution security system puzzle phase, or the Jordas Verdict decryption phase.

## Suggestions for the Future of Trials:

1. **Establish as end-game content:** An introductory quest, or a soft Mastery Rank lock, with the understanding that player engagement might be lower for something that requires such coordination.

2. **Clearer ingame implementation & progression:** Engage players to discover content organically, and make them feel worthy of the challenge.
3. **Utilising parkour, gunplay, and coordination:** Teach players to utilise tools and skills already learned for a greater challenge. Trials are the perfect place to showcase Warframe's unique selling points.
4. **Encouraging a competitive aspect:** Scoring, leaderboards, and persistent time records encourage ongoing engagement.
5. **Improvements to Reward dilution:** A token system, already used in recent Operations (Ambulas Reborn, Plague Star), can be utilised to reward players
6. **Improvements to matchmaking:** Akin to pre-existing Sorties & weekly mission menus in Navigation.
7. **Outsourcing QA/testing content with hardcore audience:** Veteran players can be easily mobilised to provide feedback on bugs and undesired features before public release (akin to already functional volunteer translator program).

## Survey analysis:

Based on [this survey](#):

- 3 biggest reasons for never attempting raids were matchmaking related (trouble finding a group, especially one that would welcome a new player)
- For players who have raided before but have ceased raiding, the 3 biggest reasons mentioned difficulty in forming a group (again, matchmaking related), lack of interest in the content, and frequency of bug encounters
- More players indicated that raids were on the lower end of the spectrum in terms of contributing towards motivation to play Warframe
- How well raid challenges met expectations had a fairly mixed response
- For recruitment purposes, players expressed mixed views on the importance of raid completion history
- Extremely strong indication that raids are **poorly advertised** in Warframe
- Strong indication that in-game matchmaking is **poorly developed**

\*Consider that survey demographic is skewed more towards players who have already experienced raids (see first question). Reddit comments highlighted a possible lack of representation from players who have never experienced raids.

- From reddit: players mentioned raid mechanics (for LoR especially) being cheesed by crowd control spam to negate enemy threat. This is arguably the same for other aspects of the game, however, the waiting time for LoR Stage 2 exacerbates the amount of idle gameplay and limits player engagement
- For JV, archwing was implied to be a deterrent (similarly underdeveloped as raids)

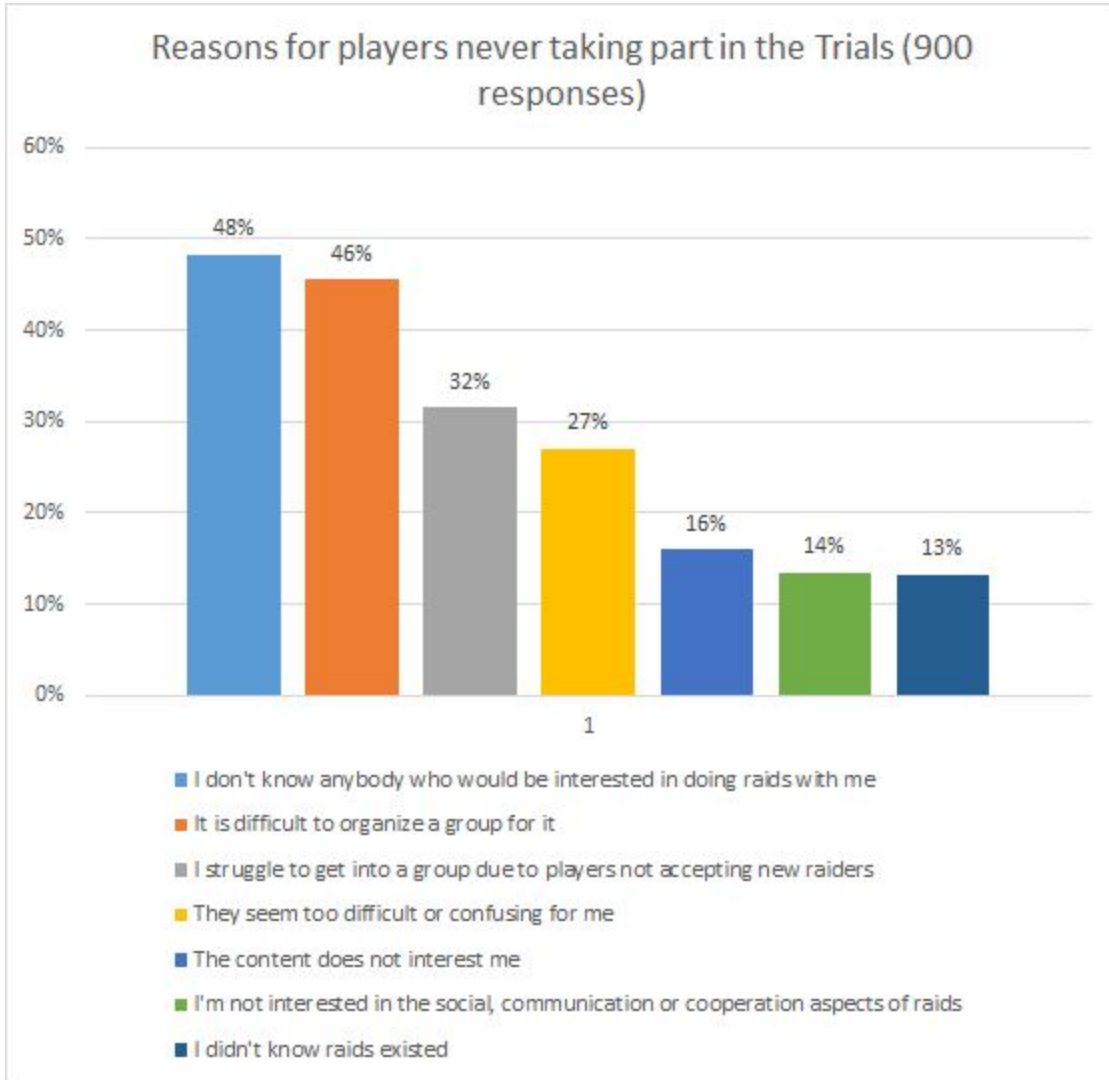


Fig. 1

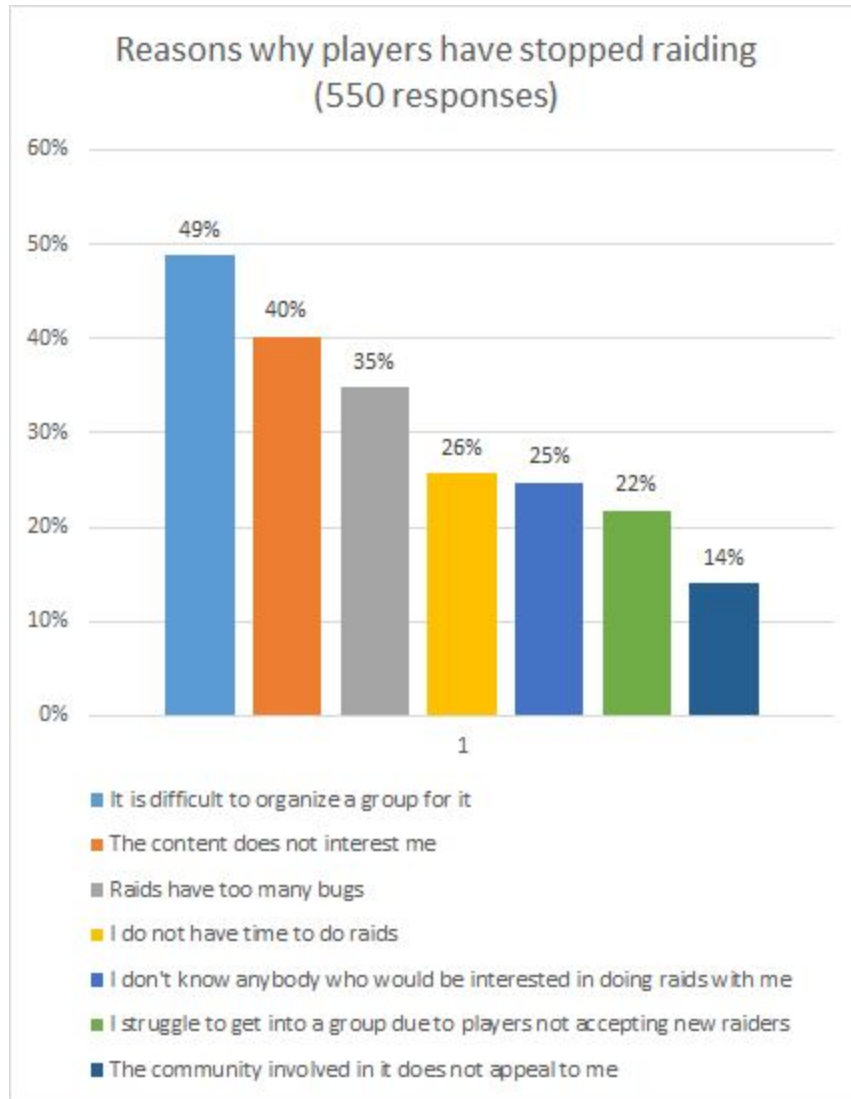


Fig. 2

## How well do you think raids are currently advertised in-game?

2,476 responses

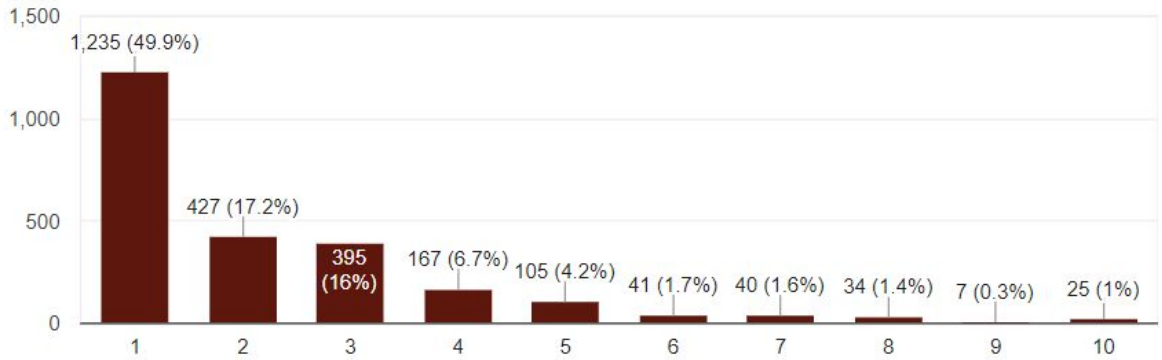


Fig. 3

## How good or bad do you think the current in-game matchmaking is for raids?

2,478 responses

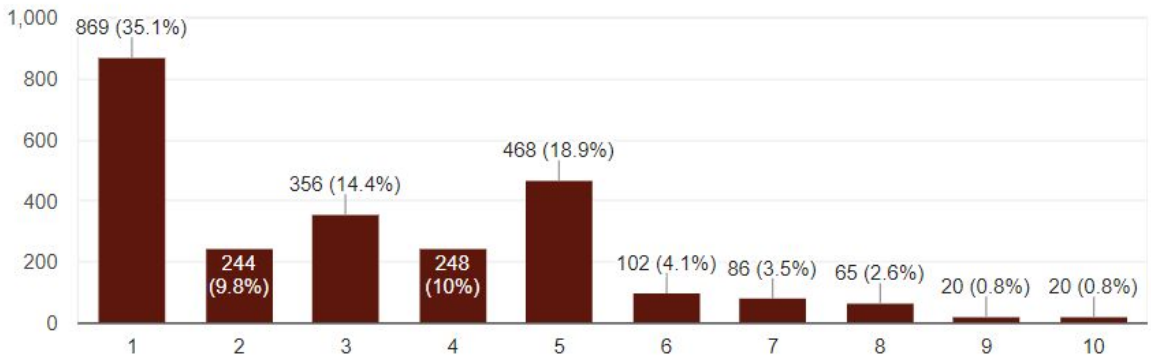


Fig. 4

For future implementation of raids, how much would you value the community and socialization aspect of raids?

2,484 responses

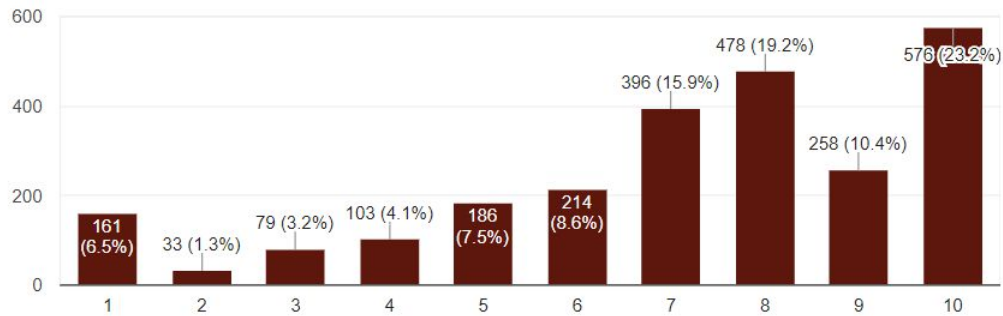


Fig. 5

For future implementation of raids, how much would you value the communication and cooperation aspect of raids?

2,501 responses

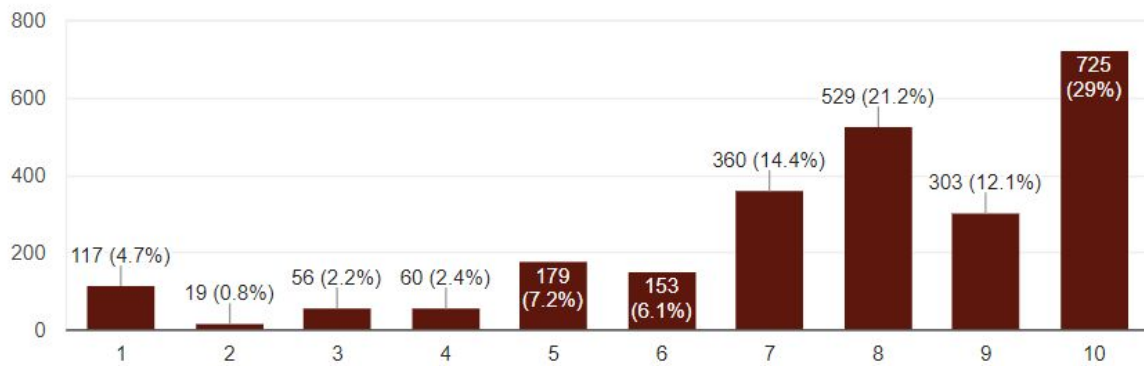


Fig. 6