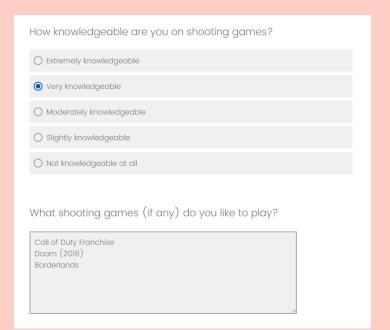


ADMINISTERED: JULY 12, 2023

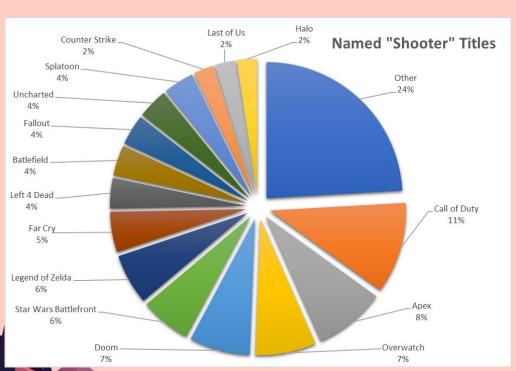
PARTICIPANTS: 37

THE SURVEY: EXAMPLE QUESTIONS



Based on previous experiences, rank the following behaviors you'd expect from enemies in a bow & arrow shooter by order of importance, with no.1 as the 'most important' item, to no.10 as the 'least important' item: (Click and drag the options to rank) Fast Melee (Rush/Swarm the player) Slow Melee Fast Ranged (Jump/Run around and shoot) Slow Ranged Summoning (summons other enemies) Exploding (explodes on contact) Heavy Ranged Heavy Melee Player Debuff (e.g., poisoned, burned, slowed, etc) Cowardice at Limited Health (e.g., enemy runs when their HP drops below a certain threshold)

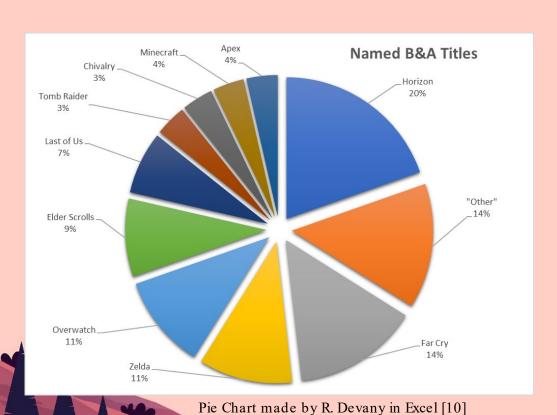
COMPETITIVE TITLES: SHOOTERS



Pie Chart made by R. Devany in Excel [6]



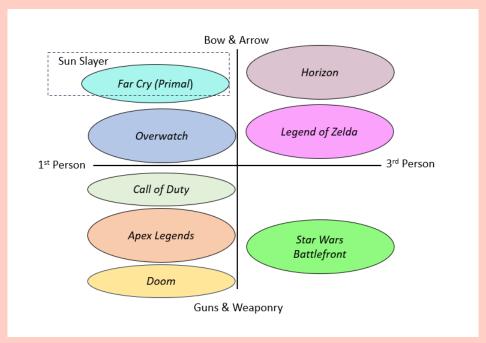
COMPETITIVE TITLES: BOW & ARROW GAMES

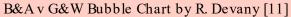






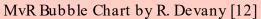
COMPETITIVE ANALYSIS BUBBLE CHART



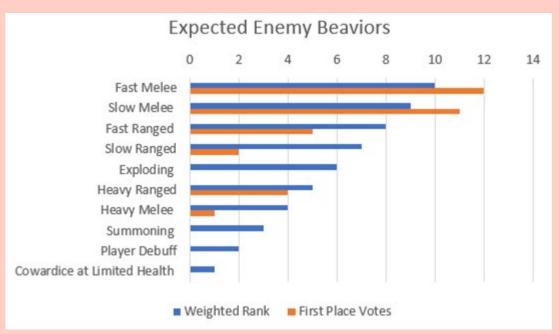


COMPETITIVE ANALYSIS BUBBLE CHART





EXPECTED ENEMY ARCHETYPES



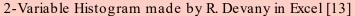


IMAGE REFERENCES

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