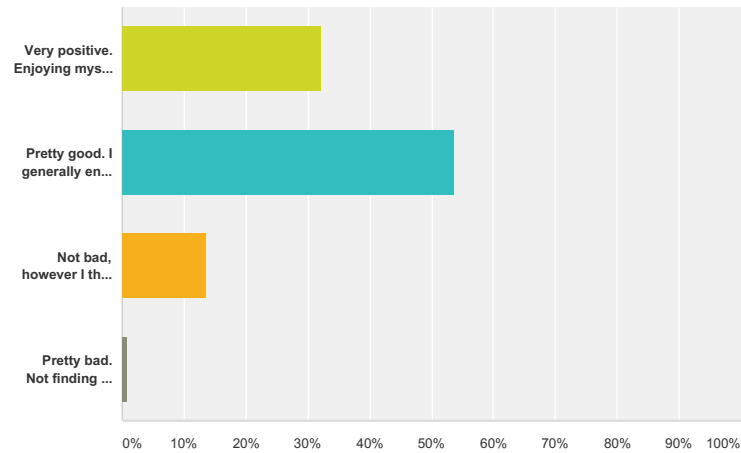


Q1 What has your overall experience been with Day of Infamy so far?

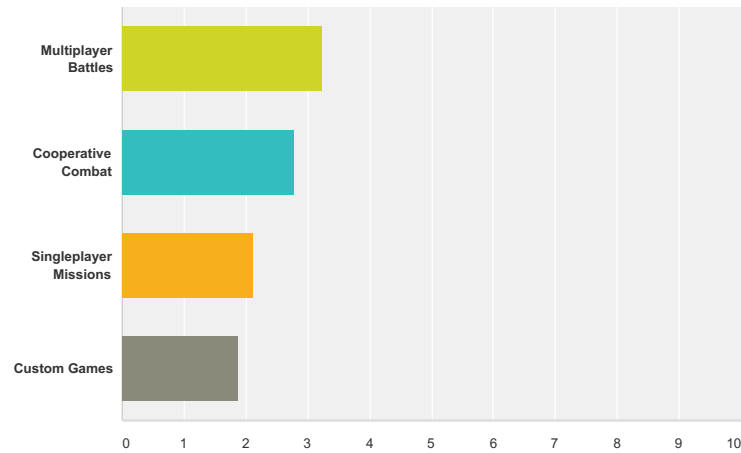
Answered: 813 Skipped: 0



Answer Choices	Responses	
Very positive. Enjoying myself a lot.	32.10%	261
Pretty good. I generally enjoy myself but I think there's room for improvement.	53.63%	436
Not bad, however I think the game still has a way to go.	13.53%	110
Pretty bad. Not finding the gameplay enjoyable.	0.74%	6
Total	813	

Q2 Which do you play most?

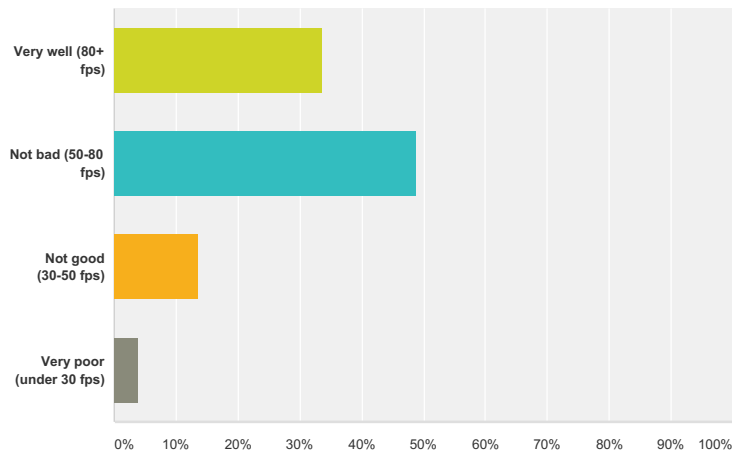
Answered: 811 Skipped: 2



	1	2	3	4	Total	Score
Multiplayer Battles	60.67% 492	16.15% 131	9.37% 76	13.81% 112	811	3.24
Cooperative Combat	23.06% 187	40.44% 328	26.51% 215	9.99% 81	811	2.77
Singleplayer Missions	10.97% 89	21.95% 178	35.02% 284	32.06% 260	811	2.12
Custom Games	5.30% 43	21.45% 174	29.10% 236	44.14% 358	811	1.88

Q3 How well does the game perform for you (on default settings)?

Answered: 811 Skipped: 2



Answer Choices	Responses
Very well (80+ fps)	33.54% 272
Not bad (50-80 fps)	48.83% 396
Not good (30-50 fps)	13.56% 110
Very poor (under 30 fps)	4.07% 33
<b>Total</b>	<b>811</b>

#	If your performance is not great, please provide us with your system specs or additional technical information:	Date
1	Windows 10, GTX 750ti 2GB VRAM, AMD FX-6100 Six Core processor, 144hz display, Kingston HyperX 8GB DDR3 RAM.	9/29/2016 3:58 AM
2	AMD FX 8350 4.0 GHz AMD Radeon R9 279 16 GB Ram	9/15/2016 11:44 AM
3	OSX 10.8.5, Intel Core i7, 2.3 GHz, 8 GB Ram, NVIDIA GeForce GT 650M, 512 MB Just like in Insurgency I put my settings on Medium and I can get up to 70 FPS	9/15/2016 7:36 AM
4	This is about as i expected. Running on Lenovo z710 with GE745m graphics card and 2.4gh	9/15/2016 4:13 AM
5	lots of smoke usually get the framerate to drop, but that is somewhat expected	9/14/2016 1:28 PM
6	This game would be 100x better with more realistic blood & gore similar to Red Orchestra 2. please, its sad how much this reminds me of insurgency... I want to blow some limbs off thats why I buy WW2 games!!!!!!!!!!!!!!!!!!!!!!!!!!!!	9/13/2016 10:58 PM
7	Performance has been getting alot better following certain patches, :)	9/13/2016 2:50 PM
8	gtx 970, with vsynch i get solid 60fps	9/13/2016 5:30 AM
9	I know my specs are poor, so for me it's good fps.	9/12/2016 10:43 PM
10	Radeon R7 Graphics card AMD FX-8320 Eight core Processor 8GB ram Windows 10 Operating System	9/12/2016 6:00 PM
11	CPU: i5 3570k VGA: 780 RAM: 32GB installed on an SSD	9/12/2016 5:54 PM
12	GPU: GTX 960 4GB CPU: AMD FX-6300 RAM - 16GB DDR3 933 MHz (think my BIOS has it set at 670 due to previously used RAM speeds, need to adjust) Motherboard - GIGABYTE GA-78LMT-USB3 Game loaded on 240GB SSD My problem is most likely my processor being a little slow, I can lower the settings a little and see alright performance, unable to push up to above 50 in most cases	9/12/2016 5:16 PM
13	Processor: 2.4 ghz Intel Core i5, 8 GB 1600 MHz DDR3, Graphics: Intel Iris 1536 MB	9/12/2016 3:48 AM
14	GTX 760, A8 6600K (not expecting it to run great but is playable)	9/10/2016 7:21 PM
15	CPU: i7 4790K OC 4.5GHz GPU: (2) GTX 970 4GB (3.75 -_-) game runs great with the exception of the black smoke in Sicily when you're on the tower at D dumps my frames to like 40.	9/10/2016 6:35 PM
16	I am a proud owner of a Toshiba Satellite S55t-C with a 15.6 4K screen with full sRGB support but I play on a resolution of Full HD - Win 10 home 64bit - Intel Core i7-6500U @ 2.50GHz - 2.50GHz Core 0 Speed: 3000 MHz Core 1 Speed: 3000 MHz L1 Data Cache Size: 2 x 32 KBytes L1 Instructional Cache Size: 2 x 32 KBytes L2 Unified Cache Size: 2 x 256 KBytes L3 Unified Cache Size: 4096 KBytes 2 cores 4 threads - 16GB Dual Chanel DDR3 RAM @ 799MHz - Intel HD Graphics 520 (129 MB VRAM) NVIDIA GeForce GTX 950M (4 GB DDR3 VRAM) - 1TB HDD @ 5400RPM Max Transfer Mode: SATA II 3.0Gb/s	9/10/2016 12:20 PM
17	GTX 950, 6 Gigs of Ram, i5 Processor, basically decent enough specs to fun Battlefield 4 and Killing Floor 2 on High Settings, though i have noticed recent updates to day of infamy have caused me to have to lower my graphics settings	9/10/2016 9:52 AM
18	Game tends to freeze when I get into combat (start shooting or getting shot at).	9/10/2016 3:05 AM
19	But sometime it goes below on some maps. I cant use my vga card performans at full clock speed. it some times run at half of the real clock. This game has a problem using vga card performans.	9/9/2016 9:19 PM
20	i3 2100, ti850, 8 gb ram	9/9/2016 12:51 PM
21	11inch Mac Air don't know specs	9/9/2016 5:29 AM
22	Intel core i3 540 @ 3.07GHz (4CPUs), 3.1GHz 12288MB RAM DX11 AMD Radeon HD 7800 series 4095MB	9/8/2016 7:52 PM
23	Intel i5 Integrated Graphics	9/8/2016 2:26 PM
24	Geforce 960 4G and Intel i5-6500, only have 6gigs of ram.	9/8/2016 8:04 AM

25	Playing on mid 2012 MacBook Pro Windows 10 Nvidia Gt650m (if I'm not mistaken) Older laptop, main gaming rig. I have settings on low with little aliasing and scope detail med. Want better graphics to run smoothly. My friend plays on a gaming rig, but it is unplayable for him. I get better performance than he does. No idea what to do	9/8/2016 6:12 AM
26	8gig Ram; Intel i5 dual core @2.5 Ghz; Intel HD Graphics 3000	9/8/2016 4:12 AM
27	i7 6700k @ 4.5GHz 32 GB 3200MHz Corsair Ram MSI AERO OC GTX 1080 Samsung EVO 950 512GB SSD	9/8/2016 3:42 AM
28	i5 processor+ GTX 950	9/8/2016 3:42 AM
29	Mac, settings on medium except for effect and shaders.	9/8/2016 2:52 AM
30	I built my PC for gaming	9/8/2016 2:44 AM
31	I honestly don't know what the performance under default is as I NEVER use default I tweak the settings till im happy with the performance to detail ratio	9/8/2016 2:36 AM
32	I'm able to play Insurgency with higher fps.	9/8/2016 1:01 AM
33	I have a shitty computer, but not your guys' fault.	9/8/2016 12:54 AM
34	OSX :) late mbp 2011 low settings for bugs maybe it can run better but it crash immediately	9/8/2016 12:48 AM
35	occasional freezes - not poor GPU performance, not NET lag, looks as if something was being loaded from disc that makes the game freeze for a second	9/8/2016 12:23 AM
36	FPS wise, game performs great. However I only played 3 hours of DOI since I bought it because a visual bug made it unplayable for me. Screenshots: <a href="http://imgur.com/a/E7MGd">http://imgur.com/a/E7MGd</a>	9/8/2016 12:14 AM
37	i3 2120 560 Ti Some settings are on medium. 1600x1200 res. 2x AA only.	9/8/2016 12:04 AM
38	Intel HD 4400 Graphics... Need I say more?	9/7/2016 11:43 PM
39	AMD FX-8350 8-core Processor at 4.2 GHz, AMD R9 290x, game is running on a Hard Drive. Can manage to reach above 80 FPS but also have rather common dips into the 40s.	9/7/2016 11:17 PM
40	Crappy computer not your the games fault.	9/7/2016 11:17 PM
41	Intel Core 2 Duo 3.16 GHz GTX 670 4 GB RAM	9/7/2016 11:14 PM
42	I had to tweak settings around a bit to get 60 fps.	9/7/2016 10:28 PM
43	Regularly around 20+ - 30FPS (But that is fairly average for Games such as Asseto Corsa, Battlefield1 Open Beta Arma Apex etc) AMD FX8350 Number of processor cores 8 G.SKILL RIPJAW (4x2GIG) memory 8.00 GB RAM @1333MHZ OS: Win 7 64-bit operating system Graphics NVIDIA GeForce GTX 560 Ti (448 CUDA CORE Edition) Total available graphics memory 4095 MB Dedicated graphics memory 1280 MB Dedicated system memory 0 MB Shared system memory 2815 MB Display adapter driver version 21.21.13.7270 Primary monitor resolution 1842x1036 DirectX version DirectX 10 Network Network Adapter TP-LINK 150Mbps Wireless Lite N Adapter Network Adapter Realtek PCIe GBE Family Controller Storage Windowsa runs on OCZ Agility 3 SATAIII SSD 120 GIG (Although Game Files are stored on a 7200rpm Optical Drive)	9/7/2016 9:38 PM
44	Nvidia GTX 1070, Intel 4700K, 32GB RAM	9/7/2016 8:24 PM
45	More than 1 smoke grenade tanks my frame-rate from 60-70 to 40-50. I got AMD R9 390x & i5.	9/7/2016 8:19 PM
46	i m having gtx965m , and even jn lowest setting, some maps I could only get 30+fps, in some places.	9/7/2016 8:13 PM
47	Intel(R) Core(TM)2 Quad CPU Q6700 @ 2.66GHz (4 CPUs), ~2.7GHz, 4096MB RAM, GeForce GTX 660	9/7/2016 8:10 PM
48	Intel i3 4150/8 GB RAM/2 GB (GDDR5) AMD R7 260x/250 GB SSD/WIN 10 64. I get generally better performance than I was expecting especially in the early stages of the game. Given my system I feel the game is very well optimized.	9/7/2016 7:58 PM
49	I have an I5 6500 and a GTX 980, and although I usually get around 70 to 80 fps, I get sudden drops.	9/7/2016 7:43 PM
50	laptop i5 2ghz quad with nvidia 920m 4gb ddr3 ram. not amazing, so i don't expect amazing fps. there are no doubt optimizations to make though	9/7/2016 7:24 PM
51	It really varies a lot. Sometimes it can be well in excess of 100+ FPS, others times it can drop to 30 fps, depending on the scene (drops to near 30fps as Allies when just spawning from the village on Bastogne and looking over the rest of the map. Same thing on Comacchio when overlooking the map from the bell tower). The issue definitely lies with the optimisation (especially with how hard you guys are pushing the Source Engine's limitations with the high quality art assets) as GPU utilisation drops alongside the FPS drops, to as little as 20-30% as shown on GPU-Z (a similar problem that Bethesda's Fallout 4 suffers from due to their dated Creation Engine when overlooking Boston from a vantage point). I'm using a Nvidia GeForce GTX 1080 paired with an Intel i7 4790K @ 4GHz (I'm able to run DOOM maxed out on Vulkan at 1080p at 140-200fps and The Witcher 3: Wild Hunt, also maxed out 1080p, at around 80-140fps).	9/7/2016 7:03 PM
52	i know that i should be able to run this game at constant 60 fps with my setup but on some maps Like Sicily i will drop down in certain spots to about 46-52 fps and that can result in my untimely death.	9/7/2016 6:58 PM
53	there is an issue with sniper scopes,it drop my fps drastically,also a drop to 55 fps when a lot of guys come at us (gtx 1080,i7 4790k,8 gb ram.	9/7/2016 6:47 PM
54	i5 3570k 3.8ghz (stable on all system logs) RX 480 8GB Nitro + (AMD drivers up to date) 16GB 1600MHz of RAM Resolution in game(s) Native 1366 x 768 @60hz with vsync on (bad screen tearing and hitching if vsync is off)	9/7/2016 6:22 PM
55	This is momentarily, I will upgrade to another PC but whit this one I only have troubles in Dog Red map and with the smoke. But I'm in a laptop, i7, 8GB RAM, GeForce 700M. Running all maps with more than 30 fps, so far so good.	9/7/2016 6:04 PM
56	Still i dont think thats good enough my system should have more i get a lot more fps on battlefield fucking 1 on ultra	9/7/2016 5:52 PM
57	Nvidia GTX 770 8GB RAM 3.3ghz i5-2500k	9/7/2016 5:46 PM
58	i7 3610QM 650m Ram : 12GB	9/7/2016 5:30 PM
59	Hey, Hi. I play on a 2013 mac. Everytime I use my map my screen jerks down.	9/3/2016 12:41 AM
60	Nvidia GeForce 940m 12 GB RAM i7 Processor with 2 cores I believe. I play on a laptop.	9/2/2016 10:53 PM
61	Hey, I just want to say thanks for making such a great game, also thanks for the survey hope to see more of those as the game progresses.	9/2/2016 12:10 AM
62	It's a potato: Intel HD Graphics 5000 1536 MB, 4 GB 1600 MHz DDR3, 1.4 GHz Intel Core i5	9/1/2016 4:33 AM

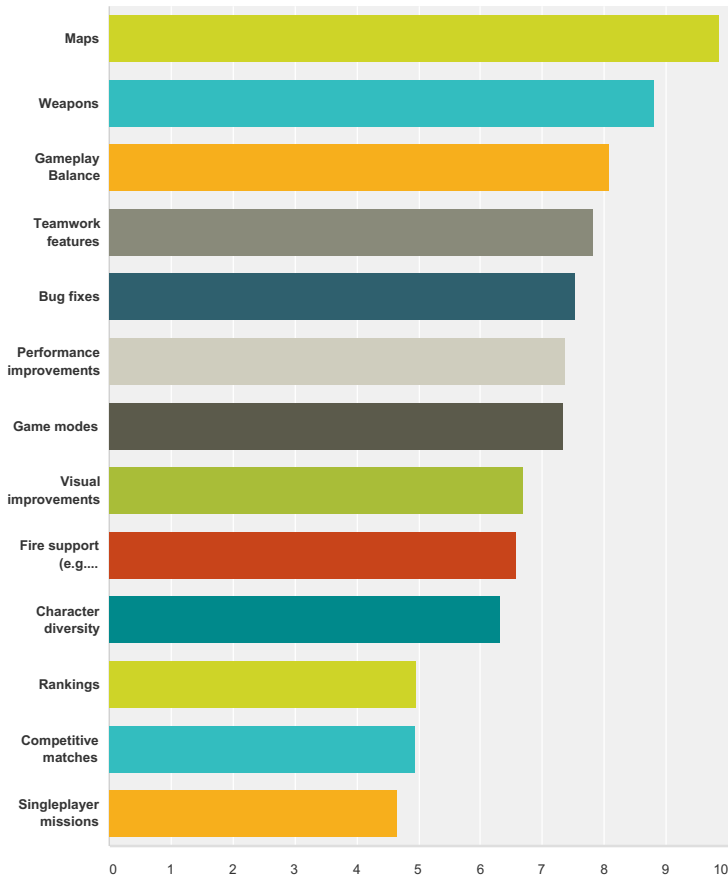
63	Most of the time I stay above 80 fps but there are segments of maps, especially fire/smoke generating areas, that will drop it to 50-60 for a bit. I will try to catalog these better at some point.	9/1/2016 3:12 AM
64	It's not necessarily the games fault, I'm playing on a potato. 4gb of ram, intel i5, 1.4 mgh, macosx	8/31/2016 10:33 PM
65	Windows 10 Intel Core i3-3110M CPU @ 2.40GHz 6GB RAM Intel HD Graphics 4000	8/31/2016 7:40 AM
66	Windows 7 Ultimate x64 2 Intel Xeon E5606 2.16GHz procs. 8 GB DDR3 Radeon HD6950 Powercolor 1GB	8/31/2016 5:54 AM
67	I have a GTX 970 and a 4790k, and on maximum setting sometimes my fps drops to 40, which considering the graphical quality of this game isn't very good. I get a consistent 60 when playing Battlefield 4, but I guess that games much larger and has more funds to be used for optimization.	8/30/2016 4:14 AM
68	2.4 GHz Intel Core i5, 4 GB 1333 MHz DDR3, Intel HD Graphics 3000 384 MB	8/29/2016 9:26 PM
69	There is some artifacts on a few of the maps. It doesn't seem to be consistent across all maps, only some.	8/29/2016 5:12 PM
70	i5 4960k - gtx 970 - 8gb ram - hdd/ssd	8/29/2016 4:19 PM
71	I just have an old rig	8/29/2016 1:38 PM
72	5i CPU, 8GB Ram and a 8800GT gfx card.	8/29/2016 11:57 AM
73	It would run at 60fps on lowest settings until the August 26th patch and now it runs poorly. Very annoying.	8/29/2016 9:41 AM
74	Default settings is pretty poor, but on ultra low the game runs about as well as Insurgency.. minus the fact that I have to run at 1280 instead of 1440 running a macbook Air 2012	8/29/2016 5:33 AM
75	Performed alright on my laptop on minimum settings, performs alright on my desktop rig on max	8/29/2016 2:20 AM
76	MacBook Pro (13-inch, Early 2011) 2.3GHz Intel Core i5 4GB 1333 MHz DDR3 Intel HD Graphics 3000 384MB	8/29/2016 2:08 AM
77	Generally the game runs well, but I often get random stutter at the worst possible times. My specs should be able to run the game perfectly though.	8/28/2016 8:07 PM
78	Fury X, 8 GB ram, i5-3570K	8/28/2016 6:07 PM
79	sometimes there are framedropps. but overall the performance is good.	8/28/2016 5:32 PM
80	Ubuntu gnome 16.04 x64 , core i7, GTX1060, 8 GB RAM. On high details , I have so a lot of graphical errors.	8/28/2016 4:52 PM
81	Case: BeQuiet SilentBase 800 Power: XFX PRO850W Core Edition (ATX) Processor: Intel i5 3550 @ 3,3 GHz x 4 - max. 3.7 GHz Graphicscard: KFA2 GTX 970 Ref. Model (old: Palit GTX 670) Memory: 8 GB DDR 3 by Crucial Motherboard: Gigabyte Z77 - DS3H Drives: 500 GB by Toshiba - Games 1TB by Toshiba - Games 512 GB SSD by Crucial - Win10	8/28/2016 2:54 PM
82	/	8/28/2016 12:07 PM
83	some random fps issues	8/28/2016 12:00 PM
84	1.) Alt-tabbing while in a game will cause the textures to glitch out. It's like anything with a pattern, for example like roofing tiles / shingles will literally stretch all across the map in random directions and smearing on the screen. Very disorienting. Please fix this issues ASAP!! :) 2.) When looking at certain spots, my frames will drop from 100+ to roughly 45ish. It's very random spots so I can't exactly pinpoint the locations but the difference in FPS can determine whether I get a kill or not. Sometimes I will have the drop on someone 100% but the random FPS drop will occur and they will turn out to win the gun fight cuz their frames seem to be not experiencing drops considering they're looking the opposite way.	8/28/2016 10:53 AM
85	I have a EVGA GTX 1070 FTW paired with an i5 4690k and I'm not getting as high frame rates as I would have hoped. I run newer games at higher FPS than I can run day of infamy at. I hope further optimization will be made. (I understand it's in alpha)	8/28/2016 10:33 AM
86	My system is a very, very bad one.	8/28/2016 7:00 AM
87	Pretty good frame rates but playing on low with a 980	8/28/2016 6:19 AM
88	Low end PC, but can run insurgency just fine	8/28/2016 3:54 AM
89	dell inspiron3537 6.00GB ram Intel core i5-4200 CPU@ 1.60GHz 2.30GHz 64 bit windows 10	8/28/2016 1:16 AM
90	980ti, 6600k	8/27/2016 11:47 PM
91	The performance isn't terrible, but it frequently stutters down to the 20's and 30's.	8/27/2016 11:08 PM
92	GPU : MSI GeForce GTX 980 Ti Twin Frozr V CPU : Intel Core™ i7-6700K Processor Motherbaord : Asus Z170-P DDR4 Memory 16.00 GB RAM Resolution : 1920 x 1080, 144Hz System : Microsoft Windows 10 Pro	8/27/2016 9:47 PM
93	It's because my pc sucks dick.	8/27/2016 8:27 PM
94	GPU: EVGA GTX 970 SC CPU: AMD FX-8350	8/27/2016 7:43 PM
95	I have a pretty beefy system and graphic card (GTX980 classified), but this game keeps crashing on me, to the point is crashes my graphic driver, which then I have to completely restart my PC.	8/27/2016 6:14 PM
96	i5 2500k, gtx 670, 8gbs of DDR3 RAM, average around 45-50 with dips into the 30s and below	8/27/2016 5:47 PM
97	i7-6700HQ GTX 970m 16GB RAM	8/27/2016 4:17 PM
98	60-70fps with occasional drops to 40-50. not a very good result even compared to heavily modded workshop INS. Core i7 3.2, 16Gb ram GTX970 I really think you guys can improve the framerate.	8/27/2016 3:56 PM
99	Sorry I'm not more specific. 2013 MacBook Pro latest OS.	8/27/2016 2:38 PM
100	Doi in low quality setting 50-70. not gonna provide the spec but i can play insurgency in medium at 60-80fps	8/27/2016 10:58 AM
101	Huge fps drops in specific areas. Sometimes got 200 fps sometimes it drops to 30-40	8/27/2016 10:27 AM
102	well, very well is all good, but i play with a 144hz monitor so i always want to have as much fps as possible :)	8/27/2016 9:36 AM
103	i5 + GTX760	8/27/2016 8:48 AM
104	AMD HD R6670 2gb GPU AMD Phenom 9600 Quad-core Processor 2.30 GHz 8GB of Ram No SSD	8/27/2016 7:34 AM
105	Occasionally I experience frame drops. Nothing major, but based on my system specs I feel I shouldn't really encounter this. CPU: AMD FX 8350 8-core @ 4GHz GPU: NVIDIA GTX 970 RAM: 8GB OS: Windows 10 Pro 64-bit	8/27/2016 7:08 AM
106	Had one bluescreen just like at the beginning of ins early access :p	8/27/2016 7:05 AM
107	There appears to the a frame 'freeze' or visual lag whenever an enemy shoots nearby.	8/27/2016 6:10 AM

108	AMD FX8350 oc'd to 4.5ghz GTX 750ti 15gb DDR3 Windows 10 ---- On launch the game ran smoothly on low graphic settings (prefer to maximize my fps), noticed the performance dipped as of recently. Noticeably while rushing up the beach on Sicily as commonwealth the fps dips below 40 which is really frustrating. That's really about it.	8/27/2016 5:20 AM
109	to much space	8/27/2016 4:45 AM
110	game performs well except for occasional crashes	8/27/2016 3:52 AM
111	2011 MacBook Pro, running integrated graphics. Definitely not the game's fault (for the most part).	8/27/2016 3:02 AM
112	My computer was a high end machine at the end of 2013 now its kinda old but it still the game well enough for me. you guys are doing a great job.	8/27/2016 2:36 AM
113	Specs: i5-3570k, gtx 1070, 8gb ram. I have no idea why this game doesn't run at 100+ FPS. CPU bottleneck?	8/27/2016 2:32 AM
114	I have not played since the update issued 26AUG16 but I have heard of bad graphics among users with NVidia 900 series. I hope this is not the case.	8/27/2016 2:12 AM
115	Sometimes the game freezes for a second or two for no apparent reason. I7 processor 16gb ram 970gtx three screens on the video card, but I just DOI on one screen 1920x1200 borderless window Ram usage, CPU and Video card usage never comes close to maxing out.	8/27/2016 2:11 AM
116	My rig is way over spec and I keep my frame rate locked at 60 through an external utility so i never see FPS above or below 60. However, do experience some occasional hitching that feels like framedrops. Could just be server lag.	8/27/2016 1:43 AM
117	OS: Windows 7 Home Premium 64-bit SP1 CPU: Intel Core i3 3220 @ 3.30GHz RAM: 8.00GB Dual-Channel DDR3 @ 666MHz (9-9-9-24) GPU: 2047MB NVIDIA GeForce GTX 650 Ti BOOST (MSI)	8/27/2016 1:41 AM
118	Win 8.1(64bit), i5 2400, 8 GB RAM, AMD Radeon R9 270X I think my performance issues may be related to the Radeon drivers (16.8.2). The game won't even start if I have "AMD Gaming Evolved" app running. Once I uninstalled it, the game starts up fine. However, I experience stuttering on max settings, and I generally play the game on minimum just so it is smooth at all times. I also get noticeable slowdown on large, open maps, specifically Bastogne, which I assume is just map optimization issues, especially when using a scoped weapon.	8/27/2016 1:40 AM
119	GTX Titan 8gb Intel 4690K 8gb Ram	8/27/2016 1:00 AM
120	Intel 3.2 duo core geforce 450 gts 4gb ram - pretty aincent machine for today	8/27/2016 12:52 AM
121	Gtx 960 strix 4gb / 10 gb ram / i7	8/27/2016 12:51 AM
122	In maps like Sicily my frames go down a bit especially on the beach	8/27/2016 12:43 AM
123	Most of the time my performance is very good. The map Reichswald needs some more optimization, specifically near the boathouse/swamp with water.	8/27/2016 12:18 AM
124	Core i5 3,3 GHz, GTX970, 8GB RAM	8/27/2016 12:17 AM
125	i5 2500k gtx660ti 8gb ram 1tb hd	8/27/2016 12:17 AM
126	intel i7-3770 12gb ram gtx 660	8/27/2016 12:10 AM
127	980ti SLI and 4670k. MSI afterburner clearly shows that my GPU is not boosting I am playing on a 165 Hz monitor at 1440p	8/27/2016 12:08 AM
128	I7-2600k Radeon r9 270x 12gb ram on SSD	8/27/2016 12:02 AM
129	I run on Ultra (max) and its very good!	8/27/2016 12:02 AM
130	I play on a modest laptop so Im not worried about the framerate as much as optimization.	8/26/2016 11:35 PM
131	Macbook pro. i7 2.5Ghz, 16GB 1600Mhz DDR3 and AMD Radeon R9 M370X 2048MB	8/26/2016 11:31 PM
132	Intel Core i5-6600 DDR4 2400 4X2 (8Gb) Nvidia GTX760	8/26/2016 10:49 PM
133	2012 MBP, probably not your targeted system anyway, however lots of random crashing on Mac	8/26/2016 10:17 PM
134	R9 270 OC and an i5 4690K at stock, 1080P at high settings. Runs great in Insurgency so I'm sure with a few optimizations and such it'll work well.	8/26/2016 10:05 PM
135	Windows 10, x64-based PC, Intel(R) Core(TM) i5-4460 CPU @ 3.20GHz, 3201 Mhz, 4 Core(s), 4 Logical Processor(s), 8.00 GB of RAM.	8/26/2016 10:03 PM
136	i7 2700k GTX 970 8GB RAM	8/26/2016 9:01 PM
137	Intel 5820k processor Nvidia GTX 980 ti 16 gigs ram	8/26/2016 8:57 PM
138	Old computer... not your fault. Runs great on my son's laptop.	8/26/2016 8:53 PM
139	Intel i5 4460 3.2Ghz MSI GTX 970 8 GB Ram SSD drive	8/26/2016 8:53 PM
140	I usually get my 60fps no problems, however, I do get massive drops at times. Like when someone fires an LMG near me, when I face smoke grenades and stuff like that. - Sapphire Radeon R9 380X - Intel Core i5 4670k @ 4x 3.40 GHz - 8GB Crucial Ballistix Sport DDR3	8/26/2016 8:40 PM
141	Don't need to say it, got an old pc.	8/26/2016 8:37 PM
142	i have a mac and when i first played the game i reduced the settings once to a lower standard the game ran and looked good once the update came in i couldnt play at high standards anymore so i had to reduce the settings again because the game would not load.	8/26/2016 8:31 PM
143	GTX 960 2GB, Core i3 4130, 16GB Ram, Windows 10 x64 45-100 FPS	8/26/2016 8:22 PM
144	AMD Athlon x4 860k Quad Core Processor 3.7 GHz 8 GB Ram 64-bit Windows 10 AMD Radeon R7 370 Series	8/26/2016 8:20 PM
145	AMD R7370, AMD 6xcore 3.9ghz processor	8/26/2016 8:16 PM
146	RAM: 8 GB GPU: EVGA GeForce GTX 460 CPU: Intel(R) Core(TM) i3-3240 CPU @ 3.40GHz 3.39 GHz	8/26/2016 8:07 PM
147	i7-4710QM-2.5ghz 8gb ram nvidia-860m 2gb 1tbhd - installed on 80gb ssd since this is on laptop, the graphics adapter which is Card name: Intel(R) HD Graphics 4600 - (Maybe the game is detecting my 4600, because on Over watch, I got the annoyance of getting a detection every time launching game..)	8/26/2016 8:04 PM
148	I get 80+ FPS, but I wouldn't say "very well". I have a 144Hz monitor and I'd like to get 144 FPS consistently. I'm using an Intel i7-6700 and an Nvidia GTX1070.	8/26/2016 7:52 PM
149	amd phenom II x4 945, Radeon HD 5770, 4 gb ram	8/26/2016 7:48 PM
150	Generally "Not bad", but occasionally drops under 40fps on some levels. R9 280x i5 - 2400 8GB SSD	8/26/2016 7:43 PM

151	4gig gfx card i7-6700k 16gig ram GTX 960	8/26/2016 7:42 PM
152	i72600k 3.4 1070 GTX 8G ram Have to run with AA turned off and most details setting on medium to get a decent framerate. Shadows are on low. On certain maps I get dips down to 40-50 when looking in certain directions. I upgraded from a 970 GTX to 1070GTX and I lost FPS as well. All other games I own gained massive performance with the upgrade. Perhaps something set improperly with this game engine or map optimization is to blame?	8/26/2016 7:39 PM
153	I play on a toaster on low, so its expected, although it doesn't run as well as Insurgency.	8/26/2016 7:37 PM
154	Intel Core i7-3610QM CPU @ 2.30GHz RAM 6.00GB 64 Bit Operating System Windows 10 Geforce 650m	8/26/2016 7:34 PM
155	I tend to crash whenever there's a massive amount of partical effects on-screen. Example, shoving my .30cal MG into the side of a wall and unloading 200 rounds into the same spot will kick up enough dust and sparks to nuke the game. i7-4790K + GTX 970 + 16gb DDR3	8/26/2016 7:32 PM
156	Playing on a Asus laptop with: Geforce 740m Intel i7-3630QM, 2.4 Ghz 8 Gb Memory	8/26/2016 7:16 PM
157	Windows 8.1 64-bit CPU AMD A8/A10 Richland 32nm Technology RAM 8.00GB Dual-Channel DDR3 @ 799MHz (11-11-12-28) Motherboard ASUSTeK COMPUTER INC. X550DP (P0) Graphics Generic PnP Monitor (1920x1080@60Hz) 768MB ATI AMD Radeon HD 8650G + 8600M Dual Graphics (ASUSTek Computer Inc) 2048MB ATI AMD Radeon HD 8600M Series (ASUSTek Computer Inc) CrossFire Disabled	8/26/2016 7:15 PM
158	c2d e8400, radeon hd5850, 12gb ram.	8/26/2016 7:04 PM
159	It's not the game, its more of my computer that cant handle this game.	8/26/2016 7:02 PM
160	i expect improvements but imo it's better compared to vanilla ins.	8/26/2016 6:56 PM
161	The major issue is the optimization between my rig, the maps, and the client server. Sometimes, the game may de-sync in the middle of my gameplay.	8/26/2016 6:52 PM
162	Performance is great!	8/26/2016 6:45 PM

Q4 What would you like to see focused on leading up to the full release of Day of Infamy?

Answered: 813 Skipped: 0

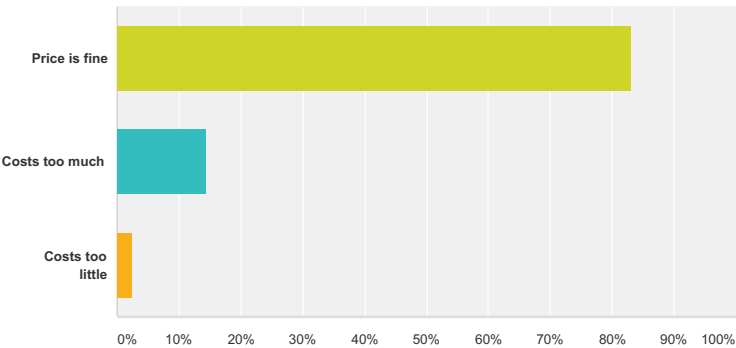


	1	2	3	4	5	6	7	8	9	10	11	12	13	Total	Score
Maps	26.57% 216	16.73% 136	12.42% 101	9.84% 80	8.36% 68	5.66% 46	4.06% 33	2.58% 21	3.20% 26	2.21% 18	2.34% 19	2.09% 17	3.94% 32	813	9.86
Weapons	11.32% 92	14.39% 117	12.18% 99	12.30% 100	10.82% 88	8.36% 68	7.50% 61	4.18% 34	5.29% 43	4.18% 34	4.06% 33	2.83% 23	2.58% 21	813	8.82
Gameplay Balance	9.10% 74	10.58% 86	10.95% 89	6.77% 55	9.10% 74	11.44% 93	8.12% 66	10.33% 84	7.13% 58	5.04% 41	5.29% 43	4.67% 38	1.48% 12	813	8.08

Teamwork features	7.01% 57	8.24% 67	8.00% 65	11.19% 91	11.07% 90	8.24% 67	11.07% 90	10.58% 86	6.52% 53	6.40% 52	5.66% 46	3.94% 32	2.09% 17	813	7.82
Bug fixes	7.50% 61	8.86% 72	8.24% 67	7.38% 60	8.24% 67	8.73% 71	10.58% 86	9.84% 80	9.59% 78	7.01% 57	5.90% 48	5.66% 46	2.46% 20	813	7.53
Performance improvements	10.09% 82	7.87% 64	8.36% 68	7.13% 58	7.87% 64	6.64% 54	7.50% 61	8.61% 70	9.23% 75	8.24% 67	7.75% 63	6.77% 55	3.94% 32	813	7.37
Game modes	3.81% 31	6.64% 54	9.72% 79	10.58% 86	9.23% 75	10.95% 89	9.59% 78	7.75% 63	7.50% 61	9.23% 75	6.40% 52	5.29% 43	3.32% 27	813	7.34
Visual improvements	5.17% 42	5.41% 44	6.27% 51	7.38% 60	8.98% 73	7.75% 63	8.98% 73	9.23% 75	9.47% 77	10.70% 87	8.61% 70	6.89% 56	5.17% 42	813	6.71
Fire support (e.g. Artillery) and radio features	2.58% 21	4.43% 36	7.50% 61	8.00% 65	7.38% 60	10.82% 88	8.86% 72	8.98% 73	9.84% 80	11.56% 94	9.35% 76	6.15% 50	4.55% 37	813	6.58
Character diversity	3.69% 30	5.29% 43	6.03% 49	7.63% 62	7.75% 63	7.13% 58	8.49% 69	9.59% 78	9.47% 77	8.61% 70	9.72% 79	7.38% 60	9.23% 75	813	6.33
Rankings	3.32% 27	4.43% 36	3.44% 28	2.95% 24	4.67% 38	5.78% 47	6.27% 51	5.78% 47	8.86% 72	7.75% 63	13.90% 113	16.85% 137	15.99% 130	813	4.97
Competitive matches	2.71% 22	4.31% 35	3.20% 26	5.17% 42	3.44% 28	4.55% 37	6.03% 49	6.77% 55	8.24% 67	11.32% 92	11.56% 94	16.48% 134	16.24% 132	813	4.94
Singleplayer missions	7.15% 58	2.84% 23	3.70% 30	3.70% 30	3.08% 25	3.95% 32	2.96% 24	5.80% 47	5.67% 46	7.77% 63	9.49% 77	15.04% 122	28.85% 234	811	4.66

Q5 How do you feel about the game's \$19.99 price point?

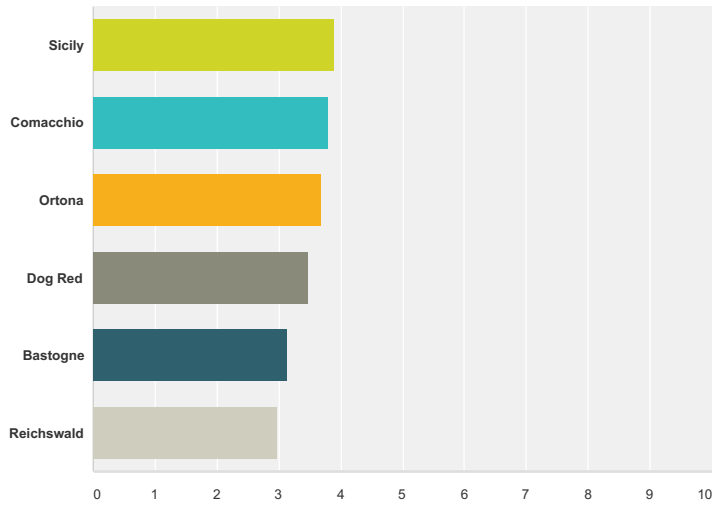
Answered: 813 Skipped: 0



Answer Choices	Responses
Price is fine	83.15% 676
Costs too much	14.39% 117
Costs too little	2.46% 20
Total	813

Q6 Please rank the maps in the game from favorite to least favorite gameplay

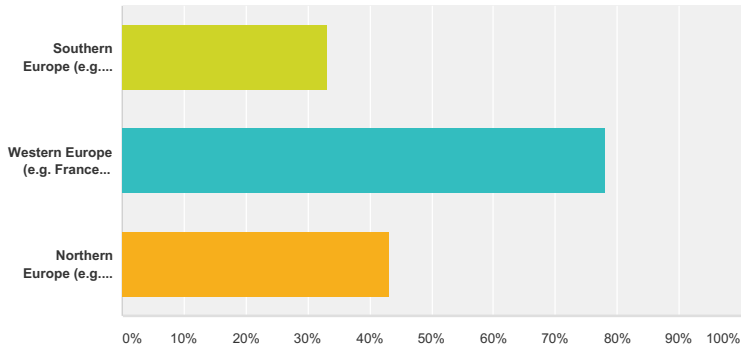
Answered: 737 Skipped: 76



	1	2	3	4	5	6	Total	Score
Sicily	19.00% 140	21.30% 157	21.17% 156	17.23% 127	12.75% 94	8.55% 63	737	3.91
Comacchio	17.64% 130	20.35% 150	19.95% 147	16.28% 120	16.55% 122	9.23% 68	737	3.79
Ortona	19.00% 140	18.45% 136	16.15% 119	18.05% 133	15.74% 116	12.62% 93	737	3.69
Dog Red	20.08% 148	14.93% 110	14.25% 105	16.55% 122	12.48% 92	21.71% 160	737	3.48
Bastogne	13.84% 102	13.43% 99	13.70% 101	14.25% 105	21.85% 161	22.93% 169	737	3.14
Reichswald	10.45% 77	11.53% 85	14.79% 109	17.64% 130	20.62% 152	24.97% 184	737	2.99

Q7 (Optional) Which theaters of war would you like to see most in future official maps?

Answered: 705 Skipped: 108

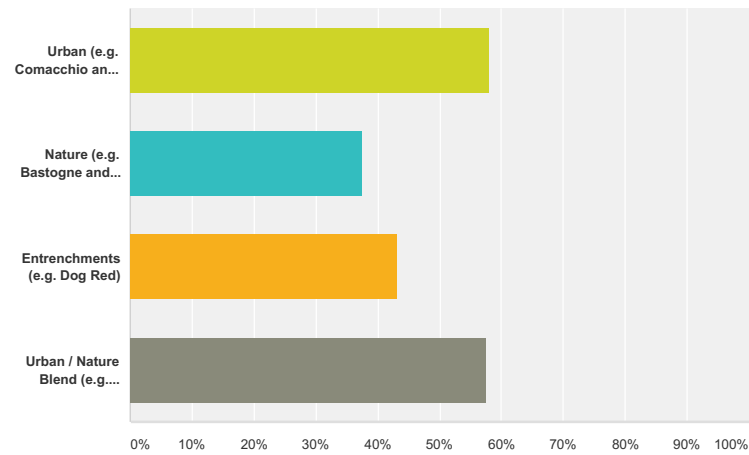


Answer Choices	Responses
Southern Europe (e.g. Italy)	33.19% 234
Western Europe (e.g. France, Belgium, Holland and Germany)	78.16% 551
Northern Europe (e.g. Norway)	43.26% 305
Total Respondents: 705	

Q8 (Optional) Which types of environment would you like to see most in future official maps?

Answered: 714 Skipped: 99

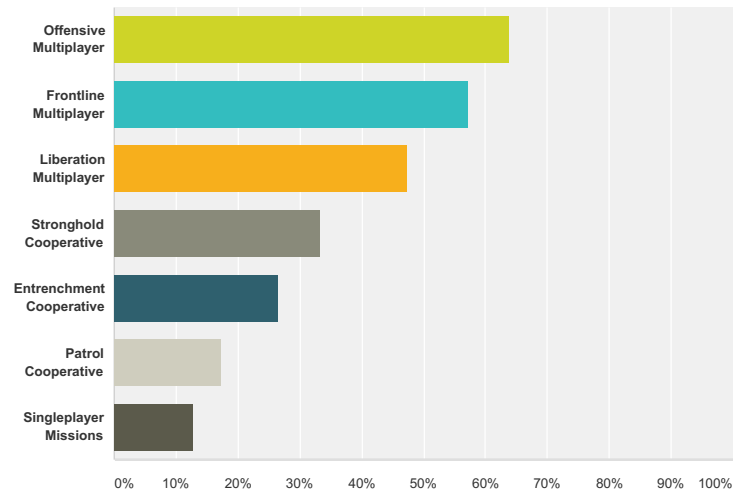




Answer Choices	Responses	
Urban (e.g. Comacchio and Ortona)	57.98%	414
Nature (e.g. Bastogne and Reichswald)	37.68%	269
Entrenchments (e.g. Dog Red)	43.14%	308
Urban / Nature Blend (e.g. Sicily)	57.70%	412
Total Respondents: 714		

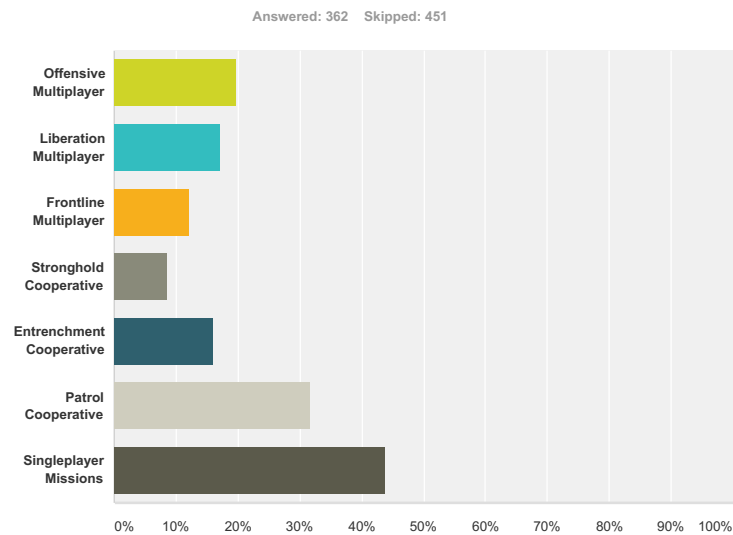
Q9 Which game modes do you enjoy the most?

Answered: 737 Skipped: 76



Answer Choices	Responses	
Offensive Multiplayer	63.91%	471
Frontline Multiplayer	57.12%	421
Liberation Multiplayer	47.35%	349
Stronghold Cooperative	33.38%	246
Entrenchment Cooperative	26.46%	195
Patrol Cooperative	17.23%	127
Singleplayer Missions	12.75%	94
Total Respondents: 737		

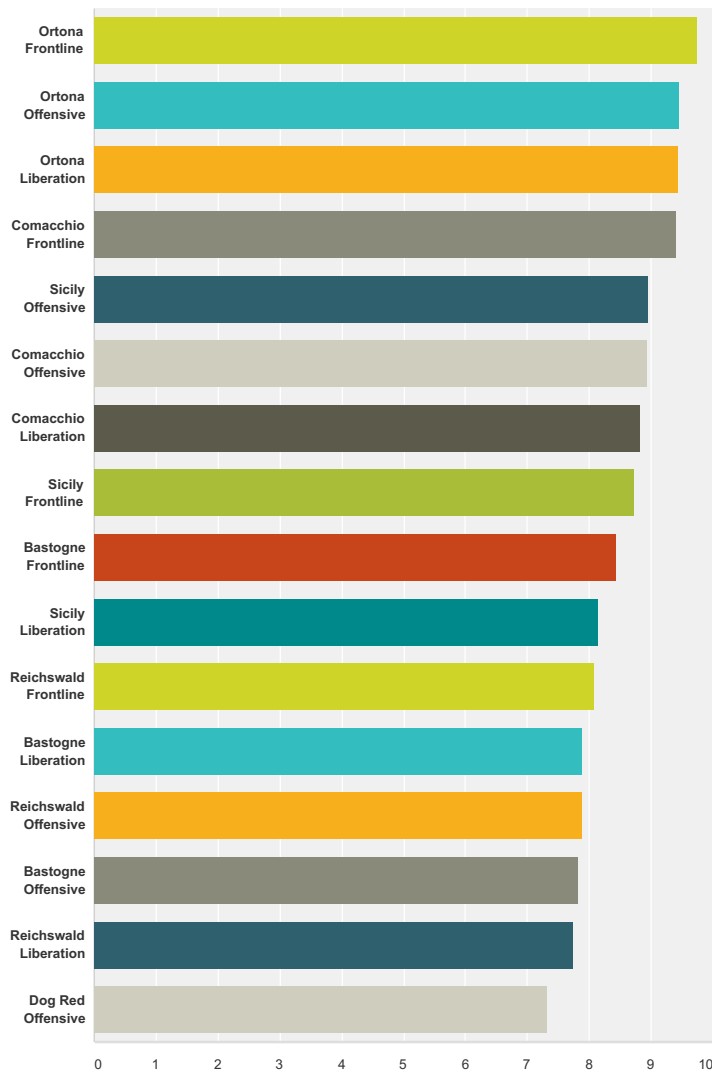
Q10 (Optional) Do you find any game modes to be particularly frustrating or not enjoyable?



Answer Choices	Responses
Offensive Multiplayer	19.89%72
Liberation Multiplayer	17.13%62
Frontline Multiplayer	12.15%44
Stronghold Cooperative	8.56%31
Entrenchment Cooperative	16.02%58
Patrol Cooperative	31.77%115
Singleplayer Missions	43.92%159
Total Respondents: 362	

Q11 (Optional) Please rank the multiplayer scenarios in the game, from most balanced/enjoyable to least balanced/enjoyable:

Answered: 198 Skipped: 615

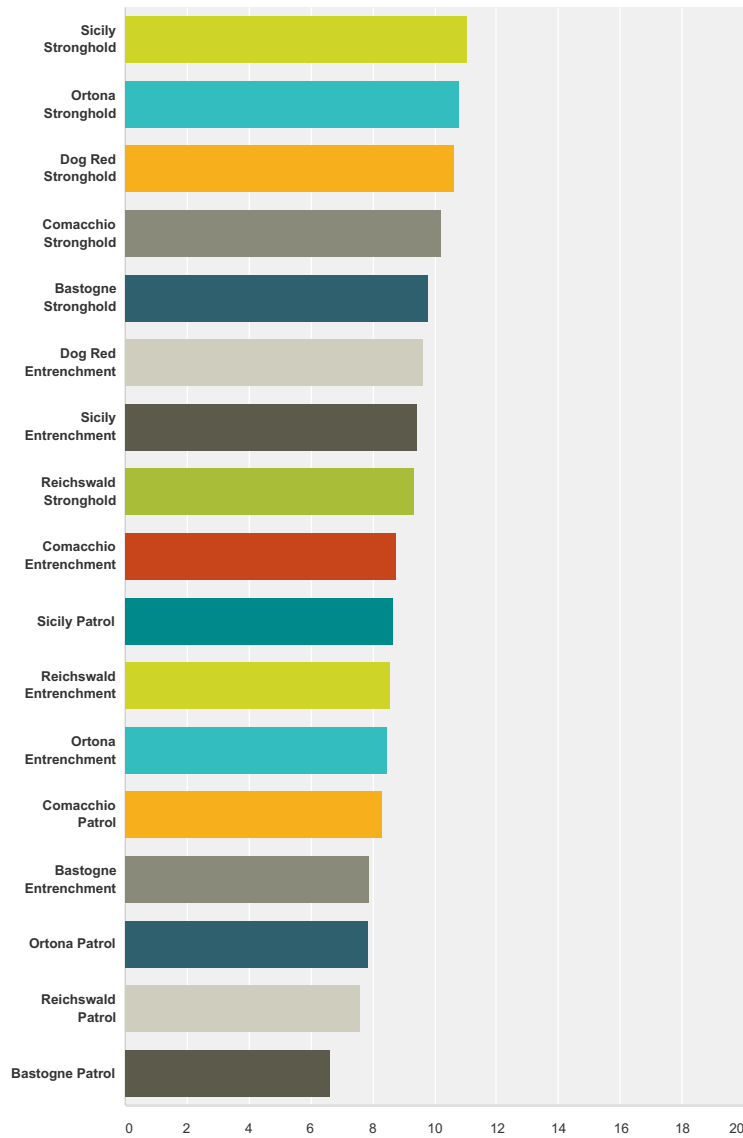


	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Total	Score
Ortona Frontline	7.65% 13	7.65% 13	8.82% 15	6.47% 11	7.06% 12	7.06% 12	5.88% 10	11.18% 19	10.00% 17	6.47% 11	5.88% 10	1.76% 3	2.94% 5	7.06% 12	2.35% 4	1.76% 3	170	9.75
Ortona Offensive	8.33% 14	6.55% 11	8.33% 14	10.12% 17	5.36% 9	6.55% 11	7.14% 12	5.36% 9	4.76% 8	5.95% 10	7.74% 13	7.74% 13	4.17% 7	5.95% 10	3.57% 6	2.38% 4	168	9.45
Ortona Liberation	8.19% 14	9.36% 16	7.02% 12	7.60% 13	4.68% 8	6.43% 11	7.60% 13	6.43% 11	8.19% 14	5.26% 9	5.26% 9	7.02% 12	5.26% 9	3.51% 6	4.68% 8	3.51% 6	171	9.43
Comacchio Frontline	7.69% 13	10.06% 17	5.92% 10	7.10% 12	7.10% 12	4.73% 8	10.06% 17	6.51% 11	7.69% 13	5.92% 10	4.73% 8	4.14% 7	4.73% 8	3.55% 6	3.55% 6	6.51% 11	169	9.41
Sicily Offensive	3.49% 6	8.14% 14	9.30% 16	6.40% 11	5.81% 10	8.72% 15	6.98% 12	6.40% 11	4.65% 8	5.81% 10	8.14% 14	5.23% 9	5.23% 9	6.40% 11	8.72% 15	0.58% 1	172	8.95
Comacchio Offensive	10.18% 17	7.19% 12	5.99% 10	7.19% 12	5.39% 9	5.39% 9	4.19% 7	6.59% 11	5.39% 9	5.99% 10	6.59% 11	8.38% 14	4.19% 7	6.59% 11	6.59% 11	4.19% 7	167	8.93
Comacchio Liberation	5.95% 10	5.95% 10	7.74% 13	7.14% 12	7.74% 13	8.93% 15	7.14% 12	5.36% 9	4.17% 7	7.74% 13	2.38% 4	4.17% 7	5.36% 9	8.33% 14	6.55% 11	5.36% 9	168	8.84
Sicily Frontline	4.68% 8	7.60% 13	8.19% 14	5.26% 9	8.77% 15	5.85% 10	6.43% 11	5.26% 9	5.85% 10	6.43% 11	5.26% 9	4.68% 8	9.94% 17	5.85% 10	5.26% 9	4.68% 8	171	8.73
Bastogne Frontline	7.60% 13	2.34% 4	6.43% 11	4.68% 8	7.60% 13	4.68% 8	8.19% 14	6.43% 11	7.02% 12	9.94% 17	5.26% 9	7.02% 12	6.43% 11	7.02% 12	5.26% 9	4.09% 7	171	8.44
Sicily Liberation	3.57% 6	4.76% 8	7.14% 12	5.95% 10	7.14% 12	6.55% 11	5.36% 9	6.55% 11	10.12% 17	3.57% 6	4.76% 8	7.14% 12	8.33% 14	3.57% 6	7.74% 13	7.74% 13	168	8.14
Reichswald Frontline	4.73% 8	5.33% 9	4.73% 8	5.92% 10	7.10% 12	5.92% 10	5.92% 10	6.51% 11	5.92% 10	5.92% 10	6.51% 11	7.10% 12	8.28% 14	7.10% 12	8.88% 15	4.14% 7	169	8.07
Bastogne Liberation	4.71% 8	2.94% 5	5.29% 9	8.24% 14	7.06% 12	5.29% 9	6.47% 11	4.12% 7	6.47% 11	7.65% 13	6.47% 11	6.47% 11	5.88% 10	4.71% 8	11.76% 20	6.47% 11	170	7.89
Reichswald Offensive	5.88% 10	7.06% 12	6.47% 11	4.71% 8	4.12% 7	7.06% 12	2.94% 5	4.71% 8	5.88% 10	4.71% 8	8.82% 15	5.29% 9	6.47% 11	7.65% 13	11.76% 20	6.47% 11	170	7.89

Bastogne Offensive	3.47% 6	5.78% 10	5.20% 9	6.36% 11	5.78% 10	6.94% 12	4.62% 8	7.51% 13	3.47% 6	6.36% 11	6.94% 12	6.36% 11	8.09% 14	7.51% 13	8.09% 14	7.51% 13	173	7.82
Reichswald Liberation	2.34% 4	7.60% 13	4.68% 8	4.09% 7	4.68% 8	6.43% 11	5.85% 10	5.85% 10	5.85% 10	5.26% 9	8.77% 15	8.77% 15	8.77% 15	11.70% 20	5.85% 10	3.51% 6	171	7.74
Dog Red Offensive	18.62% 35	5.85% 11	1.06% 2	3.19% 6	3.19% 6	1.60% 3	3.72% 7	4.26% 8	2.66% 5	4.79% 9	3.19% 6	4.79% 9	3.72% 7	2.66% 5	1.60% 3	35.11% 66	188	7.32

**Q12 (Optional) Please rank the cooperative scenarios in the game, from most balanced/enjoyable to least balanced/enjoyable:**

Answered: 115 Skipped: 698

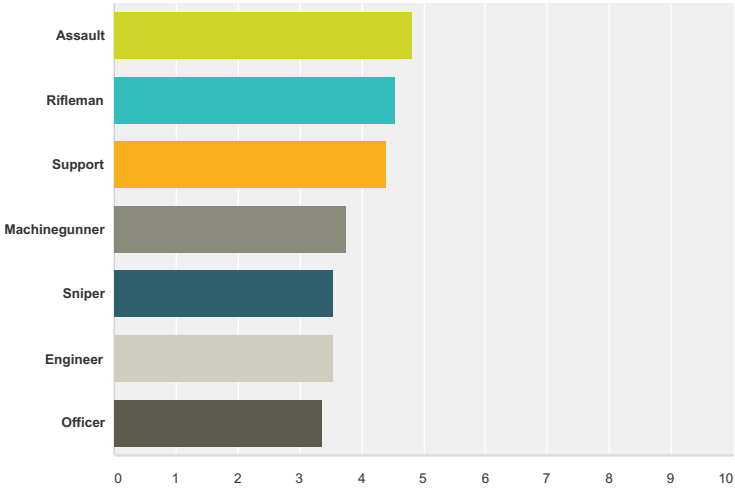


	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	Total	Score
Sicily Stronghold	10.48% 11	13.33% 14	10.48% 11	10.48% 11	3.81% 4	3.81% 4	3.81% 4	1.90% 2	4.76% 5	8.57% 9	6.67% 7	8.57% 9	1.90% 2	3.81% 4	4.76% 5	1.90% 2	0.95% 1	105	11.05
Ortona Stronghold	14.15% 15	7.55% 8	6.60% 7	4.72% 5	6.60% 7	7.55% 8	6.60% 7	7.55% 8	6.60% 7	4.72% 5	10.38% 11	3.77% 4	3.77% 4	0.94% 1	1.89% 2	1.89% 2	4.72% 5	106	10.80
Dog Red Stronghold	11.21% 12	14.02% 15	4.67% 5	11.21% 12	6.54% 7	5.61% 6	8.41% 9	3.74% 4	2.80% 3	2.80% 3	1.87% 2	2.80% 3	3.74% 4	1.87% 2	4.67% 5	7.48% 8	6.54% 7	107	10.64
Comacchio Stronghold	10.48% 11	4.76% 5	9.52% 10	5.71% 6	8.57% 9	7.62% 8	3.81% 4	11.43% 12	4.76% 5	3.81% 4	3.81% 4	4.76% 5	4.76% 5	2.86% 3	3.81% 4	3.81% 4	5.71% 6	105	10.25
Bastogne Stronghold	5.88% 6	1.96% 2	7.84% 8	8.82% 9	11.76% 12	7.84% 8	5.88% 6	5.88% 6	4.90% 5	3.92% 4	6.86% 7	9.80% 10	4.90% 5	1.96% 2	3.92% 4	4.90% 5	2.94% 3	102	9.82

Dog Red Entrenchment	12.38% 13	7.62% 8	5.71% 6	3.81% 4	7.62% 8	5.71% 6	3.81% 4	6.67% 7	2.86% 3	6.67% 7	4.76% 5	5.71% 6	2.86% 3	6.67% 7	4.76% 5	2.86% 3	9.52% 10	105	9.65
Sicily Entrenchment	4.85% 5	9.71% 10	2.91% 3	3.88% 4	3.88% 4	10.68% 11	5.83% 6	11.65% 12	5.83% 6	5.83% 6	3.88% 4	8.74% 9	4.85% 5	5.83% 6	1.94% 2	5.83% 6	3.88% 4	103	9.43
Reichswald Stronghold	1.94% 2	1.94% 2	8.74% 9	9.71% 10	7.77% 8	7.77% 8	2.91% 3	5.83% 6	13.59% 14	6.80% 7	5.83% 6	5.83% 6	3.88% 4	3.88% 4	6.80% 7	3.88% 4	2.91% 3	103	9.34
Comacchio Entrenchment	2.97% 3	6.93% 7	2.97% 3	3.96% 4	6.93% 7	6.93% 7	8.91% 9	2.97% 3	8.91% 9	9.90% 10	5.94% 6	4.95% 5	4.95% 5	6.93% 7	5.94% 6	4.95% 5	4.95% 5	101	8.78
Sicily Patrol	5.66% 6	4.72% 5	10.38% 11	4.72% 5	4.72% 5	5.66% 6	4.72% 5	4.72% 5	3.77% 4	3.77% 4	5.66% 6	0.94% 1	12.26% 13	9.43% 10	4.72% 5	8.49% 9	5.66% 6	106	8.67
Reichswald Entrenchment	3.85% 4	5.77% 6	3.85% 4	5.77% 6	6.73% 7	4.81% 5	6.73% 7	6.73% 7	4.81% 5	4.81% 5	7.69% 8	8.65% 9	3.85% 4	6.73% 7	6.73% 7	5.77% 6	6.73% 7	104	8.55
Ortona Entrenchment	2.83% 3	5.66% 6	0.94% 1	7.55% 8	5.66% 6	1.89% 2	11.32% 12	3.77% 4	8.49% 9	8.49% 9	7.55% 8	5.66% 6	8.49% 9	5.66% 6	7.55% 8	4.72% 5	3.77% 4	106	8.49
Comacchio Patrol	7.69% 8	6.73% 7	6.73% 7	4.81% 5	2.88% 3	2.88% 3	1.92% 2	3.85% 4	5.77% 6	7.69% 8	2.88% 3	3.85% 4	10.58% 11	9.62% 10	5.77% 6	10.58% 11	5.77% 6	104	8.31
Bastogne Entrenchment	3.88% 4	3.88% 4	5.83% 6	3.88% 4	1.94% 2	3.88% 4	4.85% 5	6.80% 7	5.83% 6	6.80% 7	6.80% 7	13.59% 14	3.88% 4	6.80% 7	4.85% 5	12.62% 13	3.88% 4	103	7.89
Ortona Patrol	1.92% 2	2.88% 3	9.62% 10	3.85% 4	4.81% 5	4.81% 5	3.85% 4	2.88% 3	9.62% 10	3.85% 4	5.77% 6	5.77% 6	10.58% 11	2.88% 3	13.46% 14	4.81% 5	8.65% 9	104	7.84
Reichswald Patrol	4.81% 5	4.81% 5	3.85% 4	3.85% 4	5.77% 6	5.77% 6	6.73% 7	3.85% 4	1.92% 2	3.85% 4	5.77% 6	0.96% 1	7.69% 8	14.42% 15	4.81% 5	7.69% 8	13.46% 14	104	7.61
Bastogne Patrol	1.94% 2	1.94% 2	0.97% 1	2.91% 3	2.91% 3	5.83% 6	7.77% 8	7.77% 8	2.91% 3	5.83% 6	5.83% 6	3.88% 4	5.83% 6	8.74% 9	14.56% 15	8.74% 9	11.65% 12	103	6.64

Q13 Which class are you most likely to select?

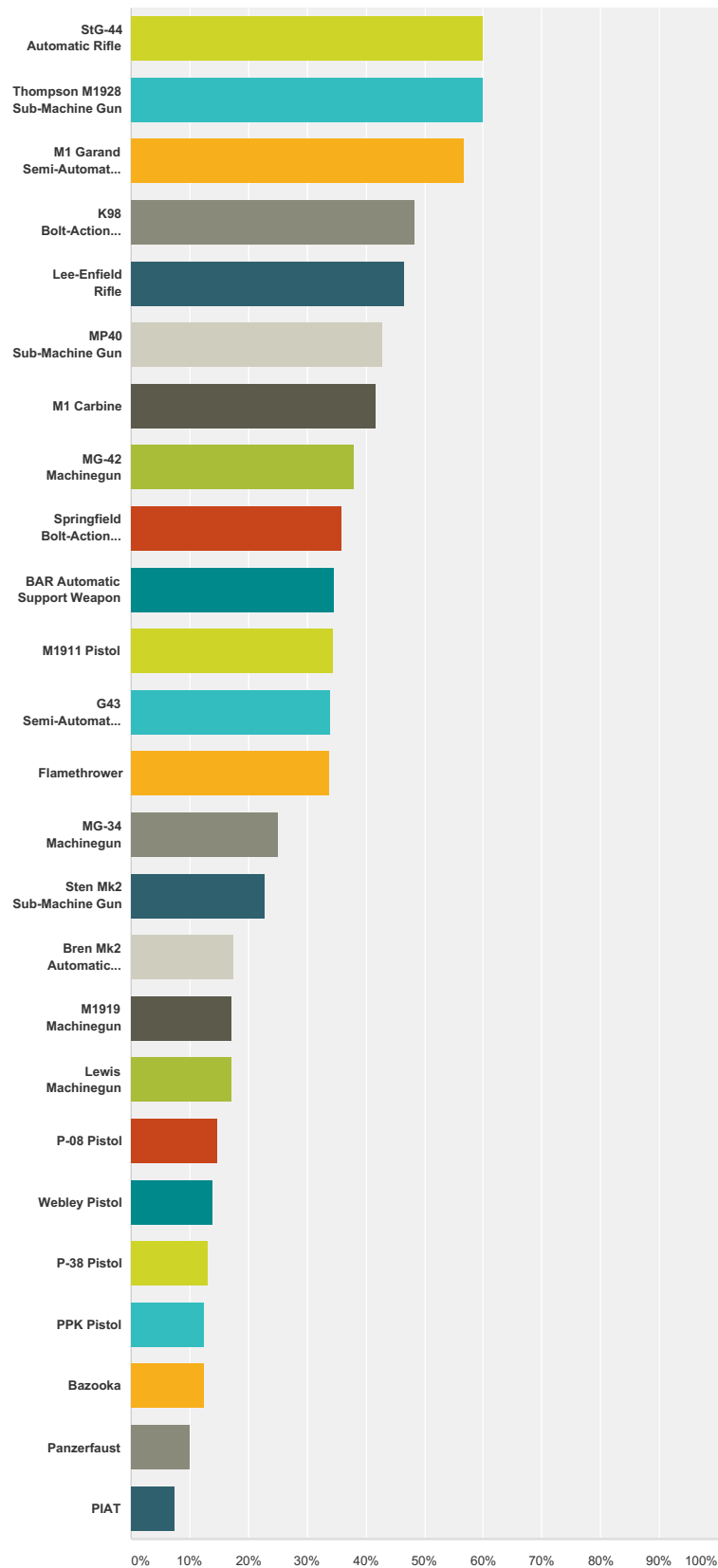
Answered: 705 Skipped: 108



	1	2	3	4	5	6	7	Total	Score
Assault	23.40% 165	19.57% 138	17.02% 120	15.46% 109	10.21% 72	9.08% 64	5.25% 37	705	4.82
Rifleman	23.83% 168	18.44% 130	14.18% 100	10.92% 77	10.21% 72	11.06% 78	11.35% 80	705	4.56
Support	14.04% 99	17.87% 126	17.59% 124	17.16% 121	16.60% 117	11.77% 83	4.96% 35	705	4.40
Machinegunner	6.81% 48	11.63% 82	13.90% 98	21.28% 150	20.00% 141	17.02% 120	9.36% 66	705	3.75
Sniper	10.50% 74	12.20% 86	14.18% 100	11.77% 83	12.06% 85	15.18% 107	24.11% 170	705	3.55
Engineer	7.09% 50	9.79% 69	15.18% 107	14.33% 101	19.86% 140	18.87% 133	14.89% 105	705	3.54
Officer	14.33% 101	10.50% 74	7.94% 56	9.08% 64	11.06% 78	17.02% 120	30.07% 212	705	3.37

Q14 Which weapons in the game are the most enjoyable?

Answered: 705 Skipped: 108

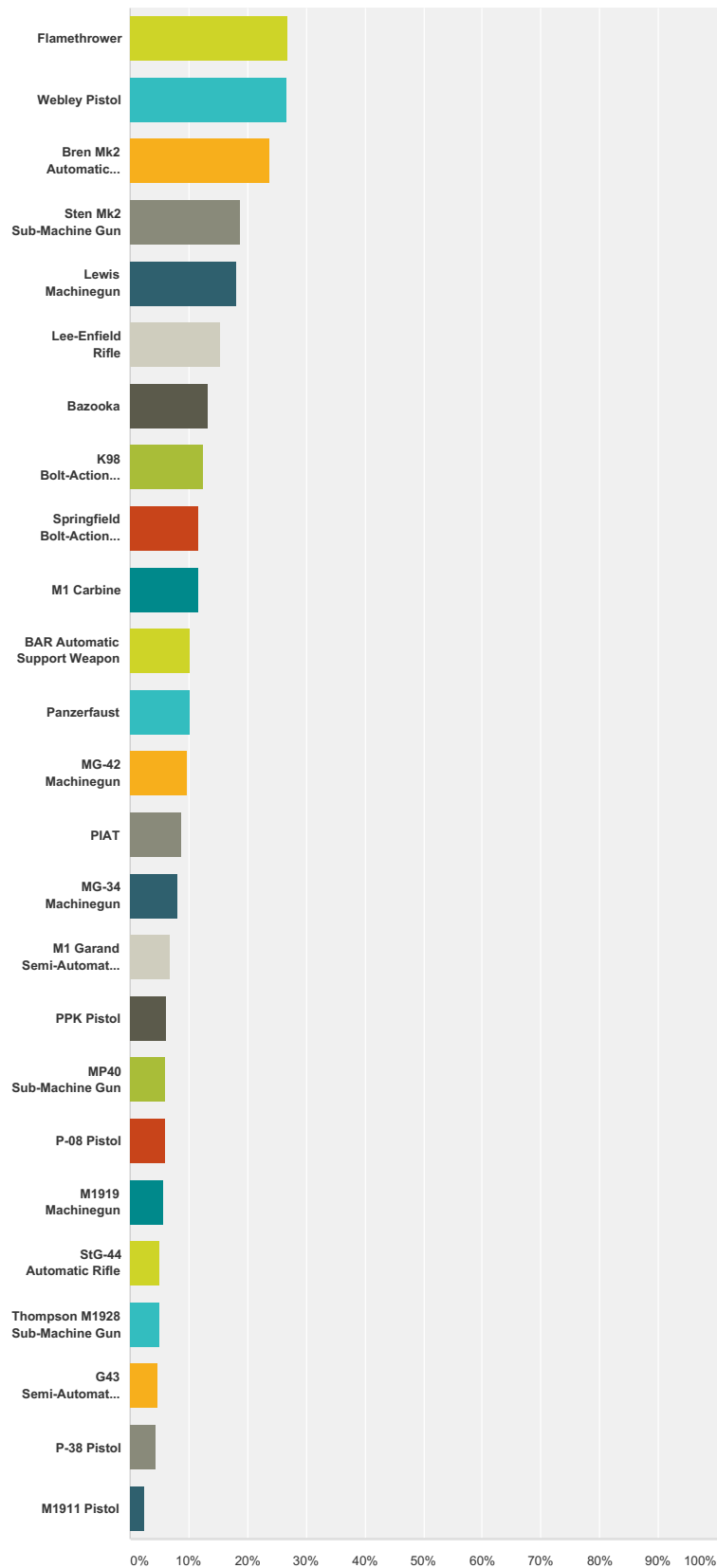


Answer Choices	Responses
StG-44 Automatic Rifle	60.00%423
Thompson M1928 Sub-Machine Gun	59.86%422
M1 Garand Semi-Automatic Rifle	56.74%400

K98 Bolt-Action Rifle	48.51%	342
Lee-Enfield Rifle	46.52%	328
MP40 Sub-Machine Gun	42.84%	302
M1 Carbine	41.84%	295
MG-42 Machinegun	38.01%	268
Springfield Bolt-Action Rifle	35.89%	253
BAR Automatic Support Weapon	34.61%	244
M1911 Pistol	34.47%	243
G43 Semi-Automatic Rifle	34.04%	240
Flamethrower	33.76%	238
MG-34 Machinegun	25.11%	177
Sten Mk2 Sub-Machine Gun	22.84%	161
Bren Mk2 Automatic Support Weapon	17.59%	124
M1919 Machinegun	17.02%	120
Lewis Machinegun	17.02%	120
P-08 Pistol	14.75%	104
Webley Pistol	13.90%	98
P-38 Pistol	13.05%	92
PPK Pistol	12.48%	88
Bazooka	12.48%	88
Panzerfaust	10.07%	71
PIAT	7.52%	53
Total Respondents: 705		

**Q15 (Optional) Which weapons in the game are the most frustrating?**

Answered: 447   Skipped: 366



Answer Choices	Responses
Flamethrower	26.85%120
Webley Pistol	26.62%119
Bren Mk2 Automatic Support Weapon	23.71%106



Sten Mk2 Sub-Machine Gun	18.79%	84
Lewis Machinegun	18.12%	81
Lee-Enfield Rifle	15.44%	69
Bazooka	13.42%	60
K98 Bolt-Action Rifle	12.53%	56
Springfield Bolt-Action Rifle	11.63%	52
M1 Carbine	11.63%	52
BAR Automatic Support Weapon	10.29%	46
Panzerfaust	10.29%	46
MG-42 Machinegun	9.84%	44
PIAT	8.72%	39
MG-34 Machinegun	8.05%	36
M1 Garand Semi-Automatic Rifle	6.94%	31
PPK Pistol	6.26%	28
MP40 Sub-Machine Gun	6.04%	27
P-08 Pistol	6.04%	27
M1919 Machinegun	5.59%	25
StG-44 Automatic Rifle	4.92%	22
Thompson M1928 Sub-Machine Gun	4.92%	22
G43 Semi-Automatic Rifle	4.70%	21
P-38 Pistol	4.47%	20
M1911 Pistol	2.46%	11
<b>Total Respondents: 447</b>		

### Q16 (Optional) Do you have any ideas for appropriate new weapons or weapon attachments?

Answered: 327 Skipped: 486

#	Responses	Date
1	Too much kick on the assault rifles. Drum for Thompson, and Larger magazines. Would like to see the guns shoot people down fast like Insurgency. This ww2 plays too much like Call of Duty. Would rather see mortars than Arty.	11/10/2016 1:50 AM
2	U.S. Winchester M97 Shotgun	9/29/2016 6:53 PM
3	-FN Inglis: Canadian made 9mm Browning Hi-power that was issued to Officers and Support units during the war. -Stripper Clips + Loose Cartridges: Enables use of both stripper clips and loose rounds when reloading, rounds being used to reload when gun is not completely empty and stripper clips when it is. -De Lisle Carbine: British suppressed special issue .45 bolt action carbine. -Sten Mark V upgrade: A mod for the sten, it converts it to the Sten Mark V, which had a wooden vertical foregrip, a wooden pistol grip and wooden stock. It could reduce recoil and improve handling & accuracy.	9/22/2016 10:15 PM
4	FG 42 and Boys anti tank rifle	9/16/2016 2:37 PM
5	PPSh-1941G Mosin Nagant Typ 100 FG 42 Simonow SKS-45 Beretta M38A	9/15/2016 11:57 AM
6	Add the Grease Gun and make it less points than the Thompson. Because if my memory serves me right, back during WWII the Grease Gun cost about \$10 to make and the Thompson cost about \$300. So the Grease gun was Far more common then the Thompson.	9/15/2016 7:40 AM
7	Change M1928 Thompson to M1 Thompson for Americans, or at least give the option. Raise recoil for M1919 when not on bipod. Change German smoke grenades to proper stick smoke grenades. Change G43 sniper scope to NOT be on a modern rail.	9/14/2016 4:55 PM
8	SVT-40, Sturmpistole	9/14/2016 4:59 AM
9	scope to iron sight switch for on the fly transitions, make it available to riflemen and snipers	9/13/2016 2:55 PM
10	Extended mags. improved sights. barrels. more variety for base weapons and customizing said weapons.	9/13/2016 7:39 AM
11	M1941 Johnson rifle M1941 Johnson machine gun M3 submachine gun (grease gun)	9/13/2016 7:29 AM
12	M3 submachine gun would be good for American engineer class maybe. Maybe another explosive for engineer class. Like the Shu mine or a bundled up stick of potato mashers.	9/13/2016 6:13 AM
13	Hi Would love to see a map with the old dutch countryside and windmills. with kind regards stefan	9/12/2016 7:39 PM
14	British Charlton Automatic Rifle Vickers-Berthier (VB) Light Machine Gun If you do a french map MAS Modèle 36 MAS-38 German weapons FG 42 Volkssturmgewehr If you do Italian weapons Fucile Mitragliatore Breda modello 30 Fucile Armaguerra Mod. 39 Any Carcano rifle Russian Guns TT-30 PPSH-41 Fedorov Avtomat Mosin-Nagant SVT-40 Degtyaryov machine gun	9/12/2016 6:26 PM

15	FG-42 and lower zoom scopes for snipers the current zoom scopes are bad for middle range engagements.	9/12/2016 6:00 PM
16	some kind of gas mechanic (think mustard gas) might help strategically in order to get an attacking or defending team to move from entrenched positions. think left 4 dead spitter in terms of mechanics	9/12/2016 5:48 PM
17	C96, would love to see this (hopefully 1 handed, mostly cause I love the way the P-08 is held like this and how it is held in RO2) M1911 for commonwealth officers Bayonet for G43	9/12/2016 5:27 PM
18	Welrod	9/12/2016 3:56 PM
19	M3 "Grease Gun", Winchester Model 1897	9/12/2016 4:34 AM
20	i would try to find a way to balance attachments between armies so that no armies have an advantage over the other. for example the british army has those explode on impact grenades which my be historically accurate, but in my opinion gives them a bit of an unfair advantage. i dont think they should be taken away, i think the other armies should have access to them.	9/12/2016 2:56 AM
21	M1 Garand needs a whole bandoleer of ammo sniper also just a few rounds is all they seem to have...	9/11/2016 5:24 PM
22	Russian Faction	9/11/2016 4:29 PM
23	FG42. It was in DoD 1.3 if I recall correctly.	9/11/2016 6:33 AM
24	i think you guys should add a scope for the stg-44 and nerf it a bit so its balanced. (google stg-44 scope) looks cool	9/11/2016 6:20 AM
25	A bipod for sniper rifles	9/11/2016 1:21 AM
26	Add a dual mag option for the MP40 Nazis lack the extended mag capability for an SMG also maybe improve the bipod deploy for the MGs it takes too long. If you're adding guns the grease gun would be a cool little feature for engineers. Fallschirmjärgewehr 42 would be a cool feature for germans as well. I think you guys have something great here and I don't want to see you guys plateau keep up the great work!	9/10/2016 6:41 PM
27	Ammunition and / or Medical packs for Support	9/10/2016 2:57 PM
28	Just like in modded DoD:S servers there should be a feature that depending on were you got shot, there would be an opposite reaction; like getting shot in the neck = dead, knee = cript, leg = slower walk-can't really run- walks with a limping motion, trigger hand = drops held weapon-can't shoot must use other less accurate hand-can't use shot hand or body part, foot = limping motion. And so much more features can be added to this reaction to shot body parts :)	9/10/2016 12:34 PM
29	FG42, Thompson M1A1 (for the americans - especially the likes of Dog Red, keep the M1928 for the tommies), M2 Grease Gun, M97 Trench Gun, M30 Luftwaffe drilling, De Lisle carbine, (Beretta M1935, Carcano Modello 1891, Beretta M38, Beretta M1918, Flamethrower M35) For the Italians	9/10/2016 12:10 PM
30	ZB-26/MG-26(Czech Machine Gun/ inspired bren)- Used in limited amounts by the Wehrmacht. M3 Grease Gun- Though maybe anachronistic in some battles i really thing it could even things out for the us M1917 Revolver- Something to give the US More sidearm selections and the M1912 Winchester from the mod. Browning high power for british and only wehrmacht officers Option for 90 round drum with mg42, if you guys add the c96 maybe allow players to have the m712 select fire variant, have wooden stock on the mp40 from the mp41, option to add the ZF-42 Scope to the STG-44, Lastly i think the die lise carbine would be great for the snipers because of it being a stealth weapon but is weaker than the others because of the .32 acp, Thompson grip for the BAR i have seen photos sadly only on the pacific theatre with the bar having a foregrip but none the less would be cool since the polish copy of the bar has that, The option for bayonets on the Ithaca 37, and M1912 PZB-38, Can only be fired when prone or deployed german anti tank rifle	9/10/2016 10:04 AM
31	M2 CARBINE, FG42	9/10/2016 4:00 AM
32	For the m1 carbine, it can have the m2 automatic version.	9/10/2016 3:08 AM
33	FG-42, Stielhandgranate 43, M3 Grease Gun	9/9/2016 10:24 PM
34	Less automatic weapons, more rifles per team. Possibly add grease gun (M3A1) and remove drum magazine and vertical fore-grip for Thompson M1A1.	9/9/2016 6:59 PM
35	Mauser C96 (with full auto) Separate bipod for BAR Mortars (with maps/proper mathematics) The game's weapon selection is pretty good, sound needs more meat though.	9/9/2016 4:54 PM
36	Silenced Sten Gun, sten gun drum mag, Lanchester submachine gun, Mauser C96, Fallschirmjärgewehr 42, M3/A1 'Grease Gun'	9/9/2016 4:49 PM
37	FG42	9/9/2016 2:31 PM
38	MP34, FG42 , G41, M3A1	9/9/2016 2:31 PM
39	Shotgun for US, M3 submachinegun, overheating and barrel change for MG:s when appropriate.	9/9/2016 8:21 AM
40	Flack Jackets for armor.	9/9/2016 5:35 AM
41	suppressors, fg42, Johnson machine guns. PLEASE ADD JAPANESE	9/9/2016 5:20 AM
42	Winchester 1897 "Trench Gun" Double-Barreled Shotgun Browning High Power	9/9/2016 1:56 AM
43	Semi automatic rifle for British team German Equivliant = G43 USA equivliant = m1 Carbine/Garand	9/9/2016 1:45 AM
44	We need red weapons like Mosin Nagant please. :)	9/9/2016 12:24 AM
45	<a href="https://en.wikipedia.org/wiki/List_of_common_World_War_II_infantry_weapons#.C2.A0United_States_of_America">https://en.wikipedia.org/wiki/List_of_common_World_War_II_infantry_weapons#.C2.A0United_States_of_America</a>	9/8/2016 11:59 PM
46	M3 Greasegun, German Model 43 grenades and grenade bundles, Soviet faction weapons such as PPsh	9/8/2016 11:47 PM
47	Thompson m1a1, M1917 Revolver, Winchester Model 12, M3 Greasegun, Fg 42, ZF 41 (scope for kar), mp34, mg26, mg34, Browning Hi-power, Pattern 14, Silencer( for Sten), Sten Mk V	9/8/2016 4:11 PM
48	Lower power scopes, AT rifles, (Usable field guns?)	9/8/2016 2:30 PM
49	I can't really think of anything else to add as far as attachments.. But I really think this would be impressive if there was added attachments. I wouldn't want you guys to skip over attachments.	9/8/2016 8:09 AM

50	More weapons as the fg42, grease gun, luger and Italian weapons It would be nice if we could attach bayonets in game like red orchestra 1. This game should be inspired by weapon animations of RO 1, there we can really feel the weight of a k98 bolt. And by the weapon realism of insurgency. All this combined with the solid guns we have in day of defeat source all that guns are awesome to shoot and to feel because they are truly solid, they are allways in movement, the recoil is perfect. The mgs in that game are the best mgs and the most fun to shoot. Better than any other ww2 game. That mg42 and the browning are epic! And please make a great sound system for these weapons with the true unaltered gun sounds. In COD WAW they said that the weapon sounds were historically correct recorded with original gun sounds. That may be even be truth, but the in game gun audio sounds like shit. They are weak, they look like bb guns shooting	9/8/2016 7:48 AM
51	being able to grab an enemy grenade and go prone to shield others from the blast would be cool. Make it tough enough to do that it couldn't be abused?	9/8/2016 6:19 AM
52	double barrel shotgun, Mauser C96, Grease gun	9/8/2016 6:17 AM
53	M3 Grease gun ( American), C96 Mauser(German), FG 42 (German) I highly doubt an actual human reads this, but just in case, thank all of you at NWI for your work! I was a huge fan of Insurgency and was shaking with excitement while i was waiting for DoI to download the night it was released. Love the work, and can't wait to see the studio ya'll evolve into!	9/8/2016 4:25 AM
54	I've played almost every first person shooter, and I don't think any of them have ever had a mortar. I think if not to complicated to use it would be a great idea to try out.	9/8/2016 3:30 AM
55	Placeable dynamites would be quite a tactical weapon.	9/8/2016 3:27 AM
56	The sights for most British weapons (rifles and assault) are both incredibly annoying to use at practically any range, primarily since they provide such a poor field of view. Maybe that's historical, but it makes me not ever choose to play Commonwealth.	9/8/2016 3:11 AM
57	More alternative iron sights (if history allows them).	9/8/2016 2:41 AM
58	Smith & Wesson Victory Model M1941 Johnson machine gun Winchester Model 1912 M3 submachine gun	9/8/2016 2:01 AM
59	fg42	9/8/2016 1:16 AM
60	M1 Garand could use the M7 grenade launcher. <a href="https://upload.wikimedia.org/wikipedia/commons/c/cd/M1_Garand_rifgren-shooting_line.jpg">https://upload.wikimedia.org/wikipedia/commons/c/cd/M1_Garand_rifgren-shooting_line.jpg</a> STG 44 could use the night-vision scope Zielgerät 1229 (Vampir) for night maps in 1945. However the cost will be very expensive. <a href="http://topicstock.pantip.com/wahkor/topicstock/2010/11/X9927308/X9927308-28.jpg">http://topicstock.pantip.com/wahkor/topicstock/2010/11/X9927308/X9927308-28.jpg</a> Then Sten SMG could use the suppressor. <a href="http://www.deactivated-guns.co.uk/images/uploads/sten%20silenced/sten-silc-024379_9.jpg">http://www.deactivated-guns.co.uk/images/uploads/sten%20silenced/sten-silc-024379_9.jpg</a> And lastly, the M1 carbine could use folding stock. You can aim down sights faster with it equipped. <a href="https://www.budsgunshop.com/catalog/images/hiRes/52709.jpg">https://www.budsgunshop.com/catalog/images/hiRes/52709.jpg</a> Thank you for making DoD!	9/8/2016 1:14 AM
61	M1 Garand Rifle Grenades, Mauser C96 with M712 mod and 20 rnd magazine, STG-44 Telescopic Sight, Browning HP for Commonwealth, Satchel Charges, and MP-41.	9/8/2016 1:04 AM
62	How about some weapons that never really made it to the battlefield but were never considered? Or some of the Japanese weapons? I dunno dude.	9/8/2016 12:46 AM
63	melee (/w weapon stock) when out of ammo - very low damage to enemy, just stunts him for a while (to run or switch to pistol)	9/8/2016 12:38 AM
64	m3 grease gun, mp18, extended mags for more guns	9/8/2016 12:32 AM
65	Add a suppressor to the Sten Mk2 and add a PPK pistol with an attachable suppressor. Improved iron sights aren't that useful; add another optional scope.	9/8/2016 12:28 AM
66	New attachment sights for: STEN, and all bolt actions. Sniper or maybe another class ought to have a small scope for the SIG-44 like in Red Orchestra 2. Scope for M1 Garand for American sniper since Germans get an auto-sniper. We want the Grease Gun for Americans and FG42 for the Germans. FG42 is barely in any games so it would be really cool to see that. Browning Hi-Power for British would be nice. Browning Auto-5 for Americans and at least one more pistol for the Americans (revolver). A side note: Please revise artillery strikes to make it clear where the artillery is going to be called for the officer. Time and time again I call it on the wrong spot. Add a 3d marker like red orchestra 2 has or give officer binoculars please. Also give more incentive for radiomen to help out the officer please because it's very frustrating for the officer to get people to help him.	9/8/2016 12:21 AM
67	Please redo the models to not look like Day of Defeat source models. Day of Defeat original should be looked at for the Kar 98K with its one shot kill ability	9/8/2016 12:08 AM
68	have slings improve stability slightly. add the russians to get the mosin, ppsh, SVT-40,DP-28,Tokarev TT-33 Marlin Model 1894 (commonwealth), Mauser C96 (german) (*broomhandle attachment for stability), FG42 (optional scope),	9/7/2016 11:57 PM
69	Bayonet for flamethrowers! oh... you wanted appropriate. Well i guess give more attachments for other weapons that dont have any. just a single item like sling or grip (or bayonet...) for those that have no attachments available ie shotgun. Tracer rounds for LMGs aesthetically pleasing AND can tell my officer where to drop arty. over there doesnt seem to work well over voice chat. P.S. you should totally put bayonets on the flamethrowers..	9/7/2016 11:50 PM
70	Weapons: M3 Grease Gun, M1A1 Thompson, TNT/Explosives, FG 42 Attachments: Lewis Gun High-Capacity pan mag, StG 44 Zf4 Scope, FG 42 ZfG42 or Zf4 Scope	9/7/2016 11:34 PM
71	The M1A1 Bangalore Torpedo and/or an incendiary explosive.	9/7/2016 11:32 PM
72	PPSH!! And add new countries. Pls the Russians FG-42!!!!!!!	9/7/2016 11:22 PM
73	FN-Inglis for Commonwealth, we need an alternative to the Webley. Sten Mod, it upgrades the gun to the Sten Mk.1, one of the more quality versions of the Firearm. Some very high explosive weapons to give to engineers? Like, would function similar to C4 in insurgency, just without the detonater. Maybe the Bundled Stielhandgranate, U.S Satchel Charge, and Gammon bomb.	9/7/2016 11:13 PM
74	I would say just add more guns in general to give the game a new feel again. Maybe add some lesser known guns. (and plz add Russia or Japan)	9/7/2016 11:04 PM
75	Shotguns more available to more than simply commonwealth.	9/7/2016 10:58 PM
76	Browning HiPower for the Brits, perhaps the Americans too. Smith & Wesson Model 27 .357 revolver for the Americans, perhaps only available to the officer class.	9/7/2016 10:43 PM
77	bayonets on shotguns please ;)	9/7/2016 10:33 PM
78	FG42	9/7/2016 10:04 PM
79	WWII US Army Tear gas Grenade - Type M7	9/7/2016 8:47 PM

80	FG-42, US-Rifle M1E5, C96, Model 39 Grenade, M3A1, MP-34 & M1941 Johnson LMG.	9/7/2016 8:45 PM
81	more weapons	9/7/2016 8:43 PM
82	Try using prototype weapons, and some late war weapons (german fg 42, suppressor for the Sten, m1 Garand DMR variant 'side mounted scope', M3 grease gun, PTRS Anti material rifle) also add soviet, Italian, and Japanese nations. also make all classes have a bayonet, and improve the bayonet charges. thanks for making a great game!	9/7/2016 8:42 PM
83	By faction: Germans (Axis): -FG42 -C96 Italians (Axis): -Carcano Rifle M91/38 or the Steyr-mannlicher 1895 rifle - Beretta 1938 SMG -Giisenti modello 1910 pistol -Breda Modello 1930 Light Machine Gun French Third Republic (Allies): -MAS 36 Rifle -MAS 38 SMG -Modèle 1892 revolver -FM24/29 Light machine gun Commonwealth (Allies): - Rifle .303 Pattern 1914 Enfield - USSR (Allies): -Mosin Nagant 1895/1931 (WE KNOW YOU HAVE IT IN INSURGENCY) -PPSH-41 SMG -SVT-40 -Tokarev TT-33 -DP-28 LMG Kingdom of Norway (Allies): -Krag-Jorgensen Rifle (Otherwise they largely used american and british weapons as well, Stens, M1911s etc) PLEASE ADD TANKS - IF AT ALL POSSIBLE.	9/7/2016 8:41 PM
84	In the support class, have the ability to carry a medpack, when applied, heals MINOR wounds. Nothing crazy, but shaves off a couple hits, but not ridiculous. 15 second cooldown per use. Maybe different colored flares. used like smokes, but to mark areas and for better communication.	9/7/2016 8:40 PM
85	Welrod pistol = Commonwealth, Owen gun = Commonwealth,	9/7/2016 8:13 PM
86	Explosive charges for engineer class	9/7/2016 8:09 PM
87	Give allied support Thompson drums again. Allied/axis bolt actions should be universally 60 ammo with heavy, not just british.	9/7/2016 7:46 PM
88	The STG-44 - ZF 4 optic sight. the thompson sub-machine gun resembles the ones used by the US MARINES in the pacific and not what the US ARMY used in the European theater. MG-42 - Belt-fed with increased ammo capacity but heavier load overall. Ability to attack with weapons in hand. Shovels, spades are used incorrectly. They would have been used to cut or slash, not to hit like a blunt weapon. New German Faction = Fallschirmjäger with FG-42's New US Faction = US ARMY RANGERS K98k ammunition type = Incendiary rounds.	9/7/2016 7:37 PM
89	nah but im sure many people do m8	9/7/2016 7:31 PM
90	Not sure about the specifics of what could be added, but the British (Commonwealth) Faction need some stronger weapons.	9/7/2016 7:14 PM
91	Some experimental weapons could be implemented to allow for more weapon options also a better scope design for snipers would be good more like that of the insurgency scope. Allowing both sling and stripper clips. Less cost of pistols as they were extremely popular and standard issue for both sides. Lower grenade detonation time.	9/7/2016 7:09 PM
92	I would like to see the ppsh and fg-42 and the grease gun	9/7/2016 7:02 PM
93	close range scopes(callofdutyworldwar) and crosshair.yes it IS realistic cuz it only needs to give YOU the option to tell ur player where u want to aim, hes trying to aim at the center,but then I need to know the center :)	9/7/2016 7:00 PM
94	Shotguns for every faction pls	9/7/2016 6:42 PM
95	Weapons: Browning Hi-Power Handgun, FG-42 Battle Rifle, De Lisle Carbine, M3 Grease Gun, M1D Garand (Sniper), M7 Grenade Launcher (for M1 Garand). Grenades: Model 24 Smoke Grenade. Artillery: Mustard Gas (For U.S. Army and Wehrmacht).	9/7/2016 6:30 PM
96	Camos like worn, or with string or ribbons hanging off the rifles, little emblems (from WW2 to stick on the butt of the rifles or onto the other weapons)	9/7/2016 6:29 PM
97	Drum mag for Thompson, Grease gun	9/7/2016 6:27 PM
98	Damn soviet army please	9/7/2016 6:12 PM
99	MKB 42 FG 42 VG 1-5	9/7/2016 6:11 PM
100	A watch for the officer to wear to help time artillery strike cool downs	9/7/2016 6:08 PM
101	Add PPSH 41 is't awesome .	9/7/2016 5:50 PM
102	Viewable slings (3rd and 1st person models) M1A1 Thompson implemented ASAP please.	9/7/2016 5:49 PM
103	So many nice production weapons in ww2, please add!!! :D (Maybe don't worry of impracticality, players love 20mm anti tank guns, even if they are useless...	9/6/2016 9:32 PM
104	mortars would be really, really great!	9/5/2016 1:22 PM
105	Optional Melee weapons (axe, e-tool, bayonet)	9/4/2016 9:01 PM
106	#stg 44 infra red scope-maybe for future night maps? #stg 44 curved barrel. #fg 42- simply one of the best paratrooper weapons available- good when light weapons are needed in the parachute drop to avoid dropping crates. #mauser c96. #timed snatchel charges- because....why not? #Thompson m1a1- the m1928 in the game is the wrong one because it was too expensive to manufacture. #scope on m1garand- to balance g43 sniper. #pzb 39- cuz invisible tanks #silencer for all pistols-sniper- because welrod exists. #mkb 42(h) variant of the stg 44 with bayonet #captured svt 40 -germans, very common weapon because Germany captured an enourmous amount when they invaded the ussr. maybe next time they don't store weapons close to the border. #pistole 640(b)-because overpowered pistol with 15 rounds. #G41(w)- common rifle. #B.E.S.A- to give the brits a real mg. #walther pp #artillery luger-pistol carbine. # astra-300-popular with the Luftwaffe. #Luftfaust- because they were not yet invented. #tactical nuke artillery- when nothing works in offensive as attackers. more guns=more funs	9/2/2016 12:10 AM
107	Grenade belt/grenade belt attachment for light vest so you could play as a grenadier with smg and a lot of grenades	9/1/2016 5:14 PM
108	Some of the weapons have very small iron sights which hinders the visibility. Please look into that. Also look into make shift grenades and weapon attachments on different weapons.	9/1/2016 2:07 PM
109	Ammo types, fallschirmjäger gewehr (fg42, and the American one), mortars would be awesome!	9/1/2016 10:57 AM
110	Mines, Mauser c96 pistol w/ stock attachment	9/1/2016 4:44 AM
111	I don't know why the shotgun was left off this list but it is the most satisfying weapon of all. Might be a little over powered at med range though. I seem to have a lot of trouble properly mounting the Lewis gun on surfaces and I think its recoil is currently too high in comparison to the mg42 and mg34. I have not played the newest balance with increased unmounted recoil to the mg34 though.	9/1/2016 3:24 AM
112	1st: The German shotgun "Grabengewehr". 2nd: A new form of artillery, like "HEAVY", "LIGHT", "MEDIUM" artillery classes. Where Heavy has the most start up delay and deals maximum damage, but has a wide cone and light is just more accurately and fires (a lot) faster with minimal damage output (only direct hit kills e.g.). Doesn't have to be like that exactly, just an idea.	8/31/2016 9:39 PM

113	Iron sights that are less bulky so it's easier to see the enemy	8/31/2016 8:57 PM
114	Petrol Bomb (French Liberation improvised weapon?)	8/31/2016 8:43 PM
115	Russian weaponry, japanese weaponry	8/31/2016 8:09 PM
116	FG-42, designated marksman optic for K98, shotgun for US troops,	8/31/2016 3:34 PM
117	-Stocks for certain handguns. Would increase stability, but would also increase time taken to switch weapons. See Mauser C96. -Different magazine/belt/drum types for Machine Guns. See Assault Drum for MG42 Would decrease switch speed, quicken reload, but have less ammo. Maybe belt/box for MG34 as well?	8/31/2016 7:51 AM
118	FG-42 (Axis) Winchester M1912 (US Army) M3 "Grease Gun" (US Army)	8/31/2016 5:59 AM
119	I would absolutely love to see a greater variation in Bolt-Action and semi-auto rifles!	8/31/2016 5:50 AM
120	MP-34, FG-42	8/31/2016 1:27 AM
121	Browning Hi-Power Coach gun Winchester Model 1897 M1941 Johnson machine gun Mauser C96 Volkssturmgewehr (so cool) MP 18 (fun) <a href="https://en.wikipedia.org/wiki/Molotov_cocktail">https://en.wikipedia.org/wiki/Molotov_cocktail</a>	8/30/2016 11:12 PM
122	K98 Grenade attachment is very hard to sight. No way other than guess where you are firing. The webley is just garbage. bazooka and panzerfaust are very random if they will go where you aimed them to go.	8/30/2016 10:18 PM
123	C96 "Broomhandle" Rifle Grenades for the US M3 "grease gun"	8/30/2016 6:46 PM
124	I would love to see italian, russian rifles	8/30/2016 4:55 PM
125	Perhaps an Fg-42 weapon for the German side. Imho the U.S. should use the original A1 Springfield rifle model of the M1903, and not the A3 variant as they have very obstructive iron sights in game. A rifle grenade attachment for the M1903 would also be nice. As for the British maybe add an extra, smaller Lee Enfield variant for Officers and Support classes.	8/30/2016 4:15 PM
126	Not sure what optics, if any were available in the time frame, but like to see more than just iron sights, although may be spoiled by modern shooters!	8/30/2016 3:24 PM
127	Nothing that you can unlock. Only things that are balanced and should be equal penalties as advantages for a attachment. Different scopes, maybe a infrared scope with battery pack as a backpack. Heavy but you get night vision.	8/29/2016 10:09 PM
128	PPSh-41, binoculars	8/29/2016 9:31 PM
129	FG42 battle rifle	8/29/2016 9:10 PM
130	Different weapon skins - camouflage, rust, wear and tear to add some variety - possibly based on number of games played/kills.	8/29/2016 4:27 PM
131	scope option for the STG-44 also a bayonet for it. Silencer for the sten dual mags for the mp-40/sten bayonet for the G43 muzzle brakes for MPs/MGs Drum mag for the MP40 or the 64 round mag bayonet for the M1 carbine	8/29/2016 4:24 PM
132	FG-42 (Fallschirmjägergewehr 42) Mauser C96 (Broomhandle pistol) De Lisle Carbine Sterling SMG Vickers K LMG	8/29/2016 1:30 PM
133	browning hi-power	8/29/2016 12:51 PM
134	Please no experimental weapon attachments, only stuff that was widely used.	8/29/2016 12:36 PM
135	Fg42, silenced lee Enfield variant, landmines lol- I can already feel the rage	8/29/2016 12:30 PM
136	I think the thompson barrel mag should be available to the assault class if he's not carrying grenades/ also thompson available for US support.	8/29/2016 11:51 AM
137	I'd love to see the Winchester M1897 Trench Gun, the FG-42, M1917 revolver, and the PPSH-41.(You wouldn't have to have a USSR Faction to add it either, although that would be nice. You could just give it to the German Faction. (As the PPSH-41 was often captured by Germans and re-issued as the MP 717.)	8/29/2016 10:07 AM
138	M3 Grease Gun FG42 De Lisle carbine	8/29/2016 9:50 AM
139	M1 Garand Bandolier, M1 garand Grenade Launcher	8/29/2016 9:45 AM
140	The American Grease gun.	8/29/2016 8:45 AM
141	A rifle sling improves weapon accuracy (less sway) in real life and should reflect such, or perhaps faster target acquisition. Being able to switch weapons faster isn't a poor idea, just not as realistic to what a sling actually does.	8/29/2016 8:11 AM
142	PPSH, Axe, Browing Machine gun, silencers for weapons like sten.	8/29/2016 5:01 AM
143	Browning HP - 13 shot semi-auto pistol used by both German and British Commonwealth forces. FG-42 - German select fire hybrid LMG rifle for paratroopers. Has multiple options for upgrades.	8/29/2016 4:02 AM
144	Not for an attachment, but using a scoped bolt action rifle in close quarters is frustrating with the high target acquisition time of the optic, when in reality, one could just aim down the barrel while tilting the rifle to the side. This could be good for Insurgency as well, and would make using high power optics on weapons more versatile.	8/29/2016 3:52 AM
145	the Mauser C96 for the Sniper G43 you should use the appropriate zf4 scope and mount as opposed to the fantasy scope that was never used the brits have a shotgun however the US should get the winchester 1897 trench gun or the winchester 1912 trench gun for the US if your looking for pistol diversity try the m1917 service revolver it would be very nice to see russian or italian weapons worked in some way	8/29/2016 2:42 AM
146	Great deal of U.S. primary weapons lacking bayonet attachments, "Pedersen Device" for M1903, "Jungle Carbine" [Lee-Enfield No.5 MK1] option for Commonwealth class(es) (shorter barrel, lighter, flash hider), "Grease Gun"/Winchester M1897/Browning Hi Power/ FG42/Flare pistol (some kind of non-radio integration for officers to hail mary some artillery?)	8/29/2016 12:13 AM
147	I'd love to see areas where maybe an M2 .50 caliber stationary machine gun would be mounted throughout the map.	8/28/2016 11:41 PM
148	Would like to see some shotguns, like: M30 Luftwaffe drilling Winchester M1897 (or M12)	8/28/2016 10:34 PM
149	Bayonet should one hit kill, but it must be pulled back.	8/28/2016 8:58 PM
150	The commonwealth need more weapons to match the Wehrmacht's weapons which are essentially superior. The commonwealth really need a semi automatic rifle to make the commonwealth 'rifle man' class attractive. The 'sten' also feels vastly underpowered, firstly you can't see what your aiming at with the ironsights, secondly it's firerate feels slow and the damage is crap. It's beyond me why so many classes from the wehrmacht can use the stg44, should atleast be a commander class exclusive.	8/28/2016 8:22 PM
151	More types of revolvers for officers would be nice, even some of the older ones.	8/28/2016 6:14 PM
152	the commonwealth forces need better machine guns. :)	8/28/2016 5:38 PM

153	Vary certain weapon attachment and weapon availabilities relative to the map era. (early-late style guns...etc)	8/28/2016 4:05 PM
154	Mortar Units Gatling Gun type MG	8/28/2016 3:40 PM
155	(Main wishes:)FG 42 / Fallschirmgewehr 42, Grease gun (nice to see:) Lanchester submachine gun, Browning Auto-5, M1941 Johnson machine gun	8/28/2016 3:35 PM
156	Diffrent magnifaction scopes for snipers ?	8/28/2016 3:19 PM
157	Charlton Automatic Rifle Luger	8/28/2016 3:07 PM
158	lower ironsight view model	8/28/2016 12:09 PM
159	NO MODERN WARFARE BULLSHIT!! ex: silencers, unrealistic scopes, flashlights, grenade launchers, etc etc... NO CoD garbage!!!!	8/28/2016 11:01 AM
160	M1 Garand Grenade Launcher attachment for Engineer, Thompson 50rd Drum Mag, MG42/34 telescopic sights, M3 Grease gun, MP38, Sten Gun Bayonet, FG42, Thompson compensator on/off attachment, M1 Carbine Folding Stock, MP40 Folding stock, Webley silenced, German Anti Tank grenade.	8/28/2016 10:39 AM
161	Laser Sights on all the guns	8/28/2016 9:27 AM
162	a variety of melee weapons and pistols would be nice. More niche weapons would be great for gameplay (short range shotgun for example)	8/28/2016 8:50 AM
163	Russians in the game please	8/28/2016 7:54 AM
164	Anti-Personnel mines, Mounted gun emplacements Eg. M2 Browning, Vickers MG, FG42	8/28/2016 6:11 AM
165	-Browning Hi-Power [Commonwealth] -M3 Grease gun [lighter and available to more classes than Thompson] - Gammon bomb [Commonwealth] -Bundled Stielhandgranate [Wehrmacht] -Satchel Charge [U.S.A]	8/28/2016 3:42 AM
166	an option for the other M1 Thompson since that is more historically accurate than the 1928 "tommy gun"	8/28/2016 3:33 AM
167	Garand rifle grenades	8/28/2016 12:33 AM
168	give rifleman with bolt action rifles more powerful pistol choices to make bolt rifles competitive choices- eg GP35 for british, C96 for germans	8/27/2016 11:50 PM
169	You need Soviet Nation and Russian weapons, it's very massive piece of WW2	8/27/2016 11:36 PM
170	Grease Gun (M3A1 SMG) for the engineer class perhaps. Volkssturmgewehr. There's not really too many weapons you could add with purpose when their are no vehicles. As for attachments I would be curious to see if you dreamed up some fake attachments like Battlefield 1 is doing with WW1.	8/27/2016 11:16 PM
171	Add russian forces with russian weapons. Add 10 weapons per each force as well. Add the grease gun for U.S, add Italian guns for the axis. Give us more guns than we could ever want!	8/27/2016 11:07 PM
172	Late-war technology, 1945+	8/27/2016 10:52 PM
173	make machinegunner have an optional 2 position, maybe increase accuracy/reload speed if there is an another ally next to you, and maybe he can even mark enemys (think like an "I" above their head or something.	8/27/2016 10:40 PM
174	m1917 revolver	8/27/2016 9:51 PM
175	I would love to see the Commonwealth having a semi-automatic rifle, even if they just "borrowed" the m1 garand from the Americans.	8/27/2016 9:51 PM
176	Mosin-Nagant, PPSH-41, Beretta .32 caliber, Tokarev Pistol, Arisaka, Mannlicher Modello 91, Beretta Model 1938A, Breda Modello 30, Carcano Modello 1891, Type 93 Flamethrower, Type 100 SMG, Type 14 Nambu, Type 96 LMG, M3 Grease Gun, Winchester Model 1912,	8/27/2016 9:14 PM
177	M3 submachine gun	8/27/2016 8:16 PM
178	FG-42, Enfield No. 2 Mk1 revolver, browning hi-power, mortars, M712, MP-35, Sterling	8/27/2016 7:53 PM
179	1941 Johnson LMG, M1917 Revolver	8/27/2016 6:27 PM
180	If you eventually add the Russians to the game, i really want the PPSH Smg in the game, along with the Mosin Nagant, and the dinner plate shaped magazine machine gun i cant remember the name of.	8/27/2016 5:52 PM
181	M1917 revolver Smith & Wesson Model 10 M1941 Johnson rifle	8/27/2016 5:09 PM
182	Scope ranges/depth of field (how much scope ring you can see) Continued weapon refinement Weapon physics, bullet drop Faster rifle grenade animation (slightly) Multiple time period scope options for the 4 rifles that use them Remove perma extended bipods M3A1 Grease Gun M1A1 Carbine Para model	8/27/2016 4:37 PM
183	Mosin Nagant M1891/30 Welrod pistol Mortors -- Perhaps used by Engineers	8/27/2016 4:16 PM
184	for the love of God improve shotguns, you've already made the same mistake in INS! Shotguns just suck big time.	8/27/2016 4:00 PM
185	The kar-98k has an iron sight below the scope, it would be cool to be able to switch to it like in Red Orchestra 2.	8/27/2016 3:42 PM
186	weapons from Russian? ppsh 41 mosin	8/27/2016 3:42 PM
187	When support on US, having the radio and M1 garand and a pistol w/ heavy kit is too heavy to deploy... Why?? Maybe M1 garand can be less heavy, or the pistol less heavy. The US could also maybe get the grease gun. For the Germans, the C-96 (?) "broom handle" would be sweet! As for weapon attachments, maybe a sling option for more standard weapons. I'm not sure if it's historically accurate or not but whatever. Thanks for your work devs!! - Luke K	8/27/2016 2:46 PM
188	Carbine variants and/or stock attachments to pistols, such as a stock for the C96 in the future. Bigger sight rings on practically everything. Machine gun overheat.	8/27/2016 2:37 PM
189	The Vampire scope for the STG-44 but only for specific maps, the late war experimental kit is always interesting but obviously can't be used in all theratre's	8/27/2016 2:21 PM
190	Fully automatic C96	8/27/2016 1:45 PM
191	Garand/Carbine sights ring is too small. Machineguns are too easy to snipe.	8/27/2016 1:30 PM
192	Peariod optics	8/27/2016 12:50 PM

193	American Forces : M3/A1 (Grease Gun) Winchester M1897 Trench Gun (We've No Shotties) M1 Grand (Scope) It's a legit thing Common Wealth : Sterling Submachine gun ( Late model but still used) Some American weapons were given to the British forces . Ideally The Colt and M1 were shared maybe not a lot but would like to see them. German Forces: FG-42 ( Fallschirmjäger ) Assault Rifle Walther P38 Shotgun of some kind M30 Luftwaffe drilling Panzerschreck Possibly some Russian weapons that the German force is known for taking from the Russian forces. PPSH-41 etc etc I wouldn't mind seeing maybe some variety in Melee weapons , and it would be extremely awesome if you expand into other factions. Bren gun also is very very spray based not sure if that was your intended goal to have a weapon scatter even with controlled burst,	8/27/2016 12:46 PM
194	I think it would be cool to have Australian weaponry like the Owen gun available to the Commonwealth forces	8/27/2016 11:57 AM
195	you ask for ideas, you get em! <a href="http://www.forgottenweapons.com/dual-magazine-mp40/">http://www.forgottenweapons.com/dual-magazine-mp40/</a> maybe for officer only and very expensive so you have can only purchase extra magazines and/or a grenade. The all officers need a counter but not on the thommy gun, no magazine enhancement needed on that one, you gotta give em something like a silencer for a semi rifle or maybe a small-mid range scope. scopes options btw would be cool, i know not every soldier back the had one, but maybe give us a modded iron sight option, thats more small and less obscured on some weapons for 1 supply point	8/27/2016 11:18 AM
196	ZF 4 scope for the StG 44.	8/27/2016 10:54 AM
197	Improve rifles to more competitive with automatic guns and semi automatic rifles. Provide some semi automatic rifle to British army.	8/27/2016 10:39 AM
198	The FG42 when the Fallschirmjäger are released	8/27/2016 10:18 AM
199	K98K w with the option to shoot a nade, <a href="https://en.wikipedia.org/wiki/Suomi_KP/-31_mauser_broomhandle_silenced_sten">https://en.wikipedia.org/wiki/Suomi_KP/-31_mauser_broomhandle_silenced_sten</a>	8/27/2016 9:54 AM
200	Webley .455 Mk VI, M712, Browning Hi-Power, FG42	8/27/2016 9:18 AM
201	Molotov cocktails, anti personal mines, mortar systems (require two rifleman to work) recoilless rifle, stationary 50 cal machine gun (can be moved but not hip fired, slows movement considerably while carrying)	8/27/2016 9:17 AM
202	StG-44-22 Automatic Rifle (with scope)	8/27/2016 9:09 AM
203	FG42 for use by paratrooper player models only (not issued to standard infantry for realism) Kampfmesser 42 (German fighting knife - quicker slashing time than bayonet) C96 Broomhandle Mauser (various attachments - wooden stock) German uniform changed to more of a field grey/green instead of slate grey.	8/27/2016 9:08 AM
204	Alternative Iron sights for certain weapons (If possible based on the time period) Johnson LMG - M1941 (American) M3 "grease gun" SMG (American) Lanchester SMG (British) Reising SMG (American) S&W Victory Revolver (American) FG 42 Automatic Rifle (German) Mortar kits for Engineer class (All factions, Teams, etc)	8/27/2016 9:06 AM
205	not really. pretty much most of the more commonly used weapons (historically) are already in the game. Its kind of a tough call about weapon attachments, are you hoping for a more multiplayer focused, tournament sportsy feel, or a true recreation of WWII. is there a way to do both? I hope so,	8/27/2016 8:56 AM
206	A scope attachment for the StG-44	8/27/2016 7:24 AM
207	Not really an attachment but give us a way to run with holding the bayonet just like in RO so u can release any time and kill	8/27/2016 7:10 AM
208	Currently not that I know of.	8/27/2016 7:07 AM
209	Older versions of MP for Germany (34 or 41), Italian weapons (Carcano, Beretta...) along with a faction model for the current Italian maps, M1A1 Carbine variant with folding stock for American paratroopers, FG42 for German paratroopers. A rework of the Thompson to look more like the M1A1 version.	8/27/2016 7:03 AM
210	At the moment, it seems that most people use sub-machine guns more than rifles, which isn't exactly accurate. I think seeing more rifles to choose from would be very cool, and maybe see if there is a way to make it so that rifleman are more common.	8/27/2016 6:40 AM
211	Some of the sights are simply too hard to aim due to the rings blocking so much vision...perhaps making the rings slimmer? future weapons could include mortars...I mean you already have artillery mortars with a max ammo for support of 5 rounds or something another weapon worth replacing is the panzerfaust with the panzerschreck not sure if the faust was any good against anything other than armour the schreck is the equivalent of the bazooka the faust was a precursor to the RPG more importantly are we going to get a Russian team? :P	8/27/2016 6:31 AM
212	Scopes for the M1 Garand	8/27/2016 6:22 AM
213	Need ability to shoot/interrupt loading of individual rounds (shotgun/boltaction)	8/27/2016 6:15 AM
214	M3 Grease Gun? Fg42? OH AND THE M1941 Johnson would be kickass as well, even if only one person could use it, or maybe on special maps.Maybe the Lanchester?	8/27/2016 5:44 AM
215	-Folding/para stock for M1 Carbine -Removing Sight hoods from bolt rifles a possible "attachment" -Silencer for Sten Mk2 Weapons: FG42 Grease Gun M1 Carbine w Paratrooper stock De Lisle carbine	8/27/2016 5:39 AM
216	Fg42, m2 carbine, grease gun, K31, m1 carbine compressible stock, scope for stg44, bayonet for stg44, detachable magazine for enfield, jungle mags for submachine guns, mp40 dual feed system, Volkssturmgewehr 1-5, german machinepistole 35, Berreta 38/42, Astra 903, Browning A-5,	8/27/2016 5:05 AM
217	Winchester Model 1912, M3 submachine gun, M50 Reising, Rifle No 5 Mk I (aka Lee-Enfield No 5 Mk I, aka Lee-Enfield Jungle Carbine), Lanchester submachine gun, Sterling submachine gun, Browning Hi-Power, Mauser C96, Fallschirmjägergewehr 42, MP 41	8/27/2016 4:30 AM
218	For some machine guns, have a 0 cost attachment that allowed a box magazine that had lots of ammo, but you had to be deployed to use it. It could also increase your weight significantly or maybe you would need a partner. Just a thought.	8/27/2016 4:27 AM
219	Slug shot for the Ithaca shotgun, full attachment range for the M1 Carbine on the US Assault and Engineer class The M1941 Johnson Light Machine gun for the US Machinegunner class and the M50 Reising sub machinegun for the US Assault class	8/27/2016 3:54 AM

220	I think russian weapons (the ppsH, mosin nagant, etc) would be a great edition to the game. Maybe include the Russian's as a playable faction as well but make them able to face german teams only to be historically accurate? Or possibly let them face US teams and not worry about it? It's not THAT immersion breaking at least to me and would be worth the extra weapons you could play around with, and maybe some russian locales you could include as new maps? Stalingrad, etc? As far as weapon attachments, we should be able to put scopes on all rifles, although I could see how that might cause a balancing issue. Historically, I believe, the M1 Garand and M1 Carbine both had sniper variants in world war 2. I know the M1 Garand sniper variant was used pretty heavily in the pacific theater. TLDR: Add russian weapons/faction please, scopes for all rifles (especially m1garand/Gewehr, even if they're just x4 scopes), and with Russian faction/weapons, russian locale maps (Stalingrad) would be awesome.	8/27/2016 3:46 AM
221	Mauser C96 Browning Hi-power Any Classic Colt revolvers Henry Repeating rifle? M1941 LMG Mosin-Nagant TT-30 (Tokarev) PPSH-(41) MP-18 Arisaka (any type?) Nambu Type 99 Type-93 (flamethrower) Flare gun (small burn damage radius)	8/27/2016 3:11 AM
222	nebelwerfer and mortars	8/27/2016 2:49 AM
223	B.A.R: some soldiers used to stick two magazines together so after they fired 1 they just flipped the the magazine and put the other one in. that would be an interesting attachment.	8/27/2016 2:41 AM
224	IDK why there isn't an option for this in the "Which weapons in the game are the most frustrating?" list, but the welrod is frustrating as heck to get kills with, maybe it's just me lol	8/27/2016 2:38 AM
225	Not at the moment.	8/27/2016 2:33 AM
226	Shotguns for all teams. .38 revolver.	8/27/2016 2:25 AM
227	I enjoy the Bren gun, but the clip is directly where you are aiming when not zoomed in, making it very hard to see enemies when scanning. The M1 weapons, especially the M1 Carbine is grossly underpowered. These were very deadly weapons, but they feel like BB guns in the game (it takes over 4 shots in the back to down a guy, usually, which means you need 1 clip per enemy. That's not effective at all, and I tend to favor even pistols over it.) Flamethrowers were designed to be used clearing bunkers and pill boxes, but they perform that function incredibly poorly because of how easy it is to die just clipping a corner for half a second. Also, it's impossible to aim through windows, which makes all other weapons better when defending. Furthermore, even if you manage not to kill yourself first, enemies can just stand in the stream and spray you to death, even if you catch them off guard, before they die from the flames. I find it easier to clear bunkers with a pistol, shotgun, or just about anything other than a flamethrower, despite the weapon actually being designed for that use .	8/27/2016 2:24 AM
228	Please, look at a mod Called "Resistance and Liberation" Except for the loading time, they did a really good feeling m1 garand	8/27/2016 2:20 AM
229	Better or easier to use bayonet feature in game.	8/27/2016 2:20 AM
230	Many sights are difficult to use and need expanding similar to Desire's mods. A better (and more complicated) solution would be to tweak the delta anims to put the 1st person camera closer to the sight. German smoke grenade model needs replacing w/ Nb.Hgr.39b grenade. Grease gun would be nice if it could be given a unique role from the thompson. Shotguns need grip/bayonet option. Make the bipod optional on the BAR so players can stay mobile while prone.	8/27/2016 1:59 AM
231	* Optional MG bipods (or at least make it possible to prone without the bipod automatically activating) * Bayonets for the G 43 and some other rifles that don't have them yet * Shotgun for the Americans? * Infantry mortars * Landmines?	8/27/2016 1:51 AM
232	Variety of different scopes with different zooms for sniper rifles.	8/27/2016 1:47 AM
233	Nice visuals and animations, with wear and tear showing	8/27/2016 1:35 AM
234	M1917 Revolver. It was used by the U.S. from WW1 all the way up to WW2. .45 caliber	8/27/2016 1:30 AM
235	I trust the Dev team to cover most of the basic attachments, such as Extended Magazines for the M1911, and personally don't wish to see too many attachments which would likely never be seen on the actual battlefield. Regarding Weapons, It might be interesting to include weapon designs that often get overlooked in WW2 games, such as the Johnson Rifle and Johnson MG, or the M2 Carbine.	8/27/2016 1:25 AM
236	German infrared sights for the STG-44	8/27/2016 1:23 AM
237	More faction specific weapons and more attachments on autos or machineguns like the Thompson's foregrip	8/27/2016 1:08 AM
238	It would be really cool to see some prototypes (these would obviously have to cost a lot of supply points) to make battles a little more interesting.	8/27/2016 1:08 AM
239	Slings for more weapons,	8/27/2016 1:04 AM
240	garand grenade launcher	8/27/2016 12:59 AM
241	M3 GREASE GUN!	8/27/2016 12:59 AM
242	ditch the shovel, its just a annoyance in you inventory	8/27/2016 12:41 AM
243	Grease Gun ; FG42 ; De Lisle carbine	8/27/2016 12:24 AM
244	a way to place the sniper rifle on the floor (bipod)	8/27/2016 12:16 AM

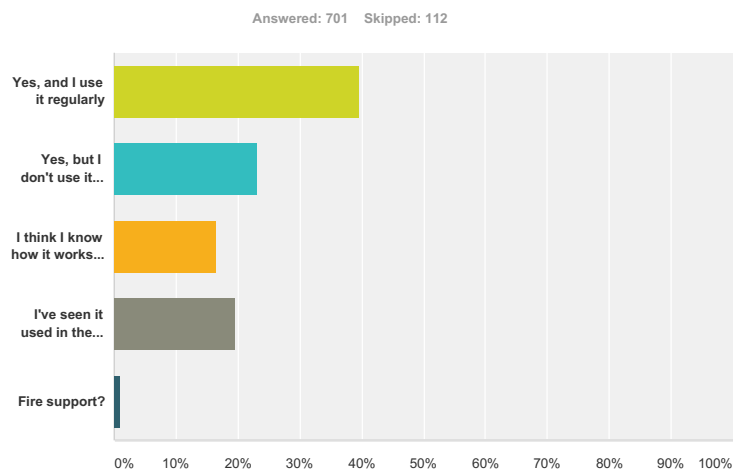


245	Commonwealth: - Browning HP Handgun - It would be nice for the Commonwealth to have a semi auto pistol to counter the obvious drawbacks of the Webley. It could come with that crazy stock attachment along with an extended magazine at a respectable supply cost to balance it out. - Delisle Commando Carbine Silenced Rifle - With silenced weapons being at a hefty premium in WW2, this could be another one of those "crazy British weapons", but this one would actually work properly. It's chambered in .45 so it's range and power would be shorter than the No.4, but it would be much more useful as a stealth weapon as opposed to the Welrod. A personal favourite of mine for sure. - Lewes Bomb (Blast Incendiary Explosive) - Used by the SAS Commandos, this is sort of like a Molotov but detonates like a grenade, leaving a patch of fire. Could perhaps only be available to specific classes and be more expensive supply wise than the phosphor. - Vickers Machine Gun (If feasible, to serve perhaps as the Brits "version" of the Browning and MG42). Very little in terms of attachments, but just having a weapon with a belt that has more than 50 rounds in the box for defensive situations and suppression is a blessing in itself. - Sten - Could do with some customisation options such as grips and stocks, an alternative sight and sling options. If the suppressor could be added somewhere too, if only for perhaps a Commando class, that would be fantastic. US Army Weapons: - Winchester 1897 "Trench Gun" - While the current M1912 is perfectly serviceable, the Trench Gun I feel aesthetically looks far cooler and interesting as a weapon. Also I believe the 1897 was much more widely used than the M1912, but I'll stick with my "it looks way cooler" reason =). - M1A1 Thompson - Similar reason to the Trench Gun but with more historically accurate reasoning. This is the model that the US primarily used during WW2, with the 1928 model being sold / distributed to allied countries such as the UK. This model was much more reliable and had better machined parts, as well as a few redesigns like the bolt being on the side of the gun as opposed to the top. - M3 "Greasegun" - While the yanks aren't lacking in firepower with the Thompson, perhaps a 9mm version of the M3 would be neat to fill the gap of a cheaper supply costing SMG. Or alternatively keep it .45 ACP and just perhaps have it as a slower rate of fire, but much easier to control alternative. - Browning Auto-5 - A semi automatic shotgun carrying 3 to 5 rounds depending on the model. Since the Americans used quite a variety of shotguns during the war, this thing would surely add a great little chunk of firepower to clear a room or to maybe even go toe to toe with a flamethrower. A neat design and still loaded one shell at a time so no doubt it could be balanced fairly easily. - M1D Garand - Not so much a new weapon but more a new configuration. While it looked a bit funky, the Garand did work as a pretty serviceable semi auto sniper rifle. The Germans have a semi auto sniper albeit a bit weaker I believe than the K98, but still, having the option of semi automatic sniping capability would no doubt be welcome within the US Army ranks. Wehrmacht: - FG-42 - While STG44 serves admirably, the FG-42 could be adopted perhaps how the M14 is in Insurgency, like a marksman / battle rifle. It could open up some interesting options for a bit of light sniping duties for maybe Support or Assault Classes. That and it's an interesting gun to look at what with the scope and side magazine. The scope could even be a permanent fixture on the weapon to further promote consideration for the player to make in taking the correct weapon for the situation. - S-Mines (Bouncing Betty) - Partly because Claymore type weapons are fun, but also it fits with the Germans habitual "fortress'fying" of nearly everywhere they dug into. Might end up being hated more than the flamethrower, but hey, it's a neat weapon if you're a Nazi. - C-96 Mauser - Along with the Luger this thing is a super interesting weapon to wield and use. But with this having some similar options and attachments as the Browning HP like the stock, extended magazines and such, it could prove to be a great addition to classes who need their supply points for extra utility and such.	8/27/2016 12:16 AM
246	anti-air guns would be good for a game mode.	8/27/2016 12:05 AM
247	Maybe do the sight on the M1 Garand and M1 Carbine a little more open? Don't know if it was that close(tight) in real? Maybe, but it is really hard to see and aim on the enemy with those sights!	8/27/2016 12:05 AM
248	let the rifle men carry a pistol	8/26/2016 11:47 PM
249	FG-42 would be sick, fits in with the western front - good answer to bren and OP BAR	8/26/2016 11:46 PM
250	Vickers machine gun, Browning FN-Inglis,M3 submachine gun, FG 42,	8/26/2016 11:40 PM
251	Just start including as many weapons as possible that were used in WW2. Same goes for attachments.	8/26/2016 11:36 PM
252	Faction: Russia and Japan; Appropriate weapons Weapon for current faction: ASTRA 900 W/Stock Fallschirmjägersgewehr 42	8/26/2016 11:30 PM
253	FG42 with assault/sniper/MG kits Folding stock for m1 carbine Luger	8/26/2016 11:26 PM
254	vz 26 for german support class, maybe the panzerschreck?, iron sights attachments for the springfield (m1903a1 sights insted of m1903a3 sights) and k98k (removing the front sight hood)	8/26/2016 11:26 PM
255	Add melee for all weapons, not just weapons with bayonets on them	8/26/2016 11:16 PM
256	American rifle grenades for the M1 Garand and unscoped Springfields for Riflemen.	8/26/2016 11:08 PM
257	-STG44 x2 Scope -Sterling Submachine Gun -Browning Hi-Power (For Commonwealth, as an alternative to the Webley) -Bundled Stielhandgranate -Gammon Bomb -Winchester M12 -M12 Bayonet -M3/A1 Grease Gun (Cheaper/lighter alternative to the Thompson)	8/26/2016 11:04 PM
258	Gun emplacements like M-2 .50cal.	8/26/2016 10:49 PM
259	The M712 Schnellfeuer, Volkssturmgewehr 1-5, a variety of Mauser rifle variants, a variety of pocket pistols, and the MP 3008 could all be added to spice up the German side. For the allies, an enfield revolver, and 1897 trench gun could be cool additions.	8/26/2016 10:39 PM
260	Rocket launchers as a whole could do with a buff. Thinking similar to rpg in Insurgency (great game). This may already be the case but to me they all feel underwhelming. Would like weapons in general to sound and feel more gritty/metal. Springfield sniper feels great where as the support bar machine gun feels cheap, inaccurate and not very meaty. Thompson op maybe? Kinda good at any range. General feel of period weapons keeps me interested	8/26/2016 10:34 PM
261	Grease Gun! Faster reload for the PPK. Lower cost for officer to have grip/drum Thompson,	8/26/2016 10:32 PM
262	- Browning Hi-power for brit officers	8/26/2016 10:29 PM
263	The American weapon sights should be changed or new weapons could be added. Soviet Weapons would be nice if you all ever came around to that, but for the Western Front, I would say to add some nice lesser known weapons like the MAS 38 or some small country rifles or SMGs.	8/26/2016 10:28 PM
264	For night maps the Welrod, De Lisle, and the Browning Hi-Power might be fun.	8/26/2016 10:10 PM
265	mosin nagant with whatever bayonet the russians used	8/26/2016 9:59 PM
266	perhaps the russian and japanese weapons, but then you'd have to add the factions in, and thats gonna take alot of work. for now perhaps the Winchester M1897 Trench Gun for the american assault class? we have the Thompson machine gun, so the A1 "grease gun" is obsolete but it would be nice to see the grease gun make and appearance. but honestly, i think you guys have done the research, and there are since the 3 factions only had so many guns, so to keep adding guns, you'll probably have to add a new faction or two.	8/26/2016 9:54 PM
267	Shotgun for every faction.	8/26/2016 9:53 PM
268	bayonets - Muzzle Brakes - sten silenced and maybe more weapons - scopes for mg's - duel mags for mp40 and sten.	8/26/2016 9:51 PM

269	attachments: 1,5x ZF for STG 44 Infrared-attachment for STG 44 Bayonet-attachment for STG 44 M1 carbine mag-pouch New Weapons: - FG 42 "Fallschirmjägersgewehr" (paratrooper class required?) - MP 41 - Thompson M1A1 - Mauser C96 pistol - satchel charges i.e. "geballte Ladung" handgrenade,	8/26/2016 9:46 PM
270	What i would like to see is better weapon textures, but the guns are awesome in this game!	8/26/2016 9:45 PM
271	Panzerschreck. Gas masks. Silencer (Pistols/Sten gun). Melee weapons E-Tool/Bayonet/Fists e.t.c.	8/26/2016 9:41 PM
272	M1 carbine equivalents for other factions would be cool. Scope for the shovel might prove useful.	8/26/2016 9:35 PM
273	Love the balance in the weapons that came out today, but would still love the see the G43 removed from rifleman completely and the StG removed from assault completely. Perhaps replaced by something else...these were special weapons in the war and deserve to be as good as they are, but should be rarer. Further, would like to see more on the squad forced to play rifle/assault like standard infantry. The lessening of MG and Support roles is great, but as it is, everyone is still able to take a "specialized" role pretty much	8/26/2016 9:30 PM
274	Don't go overboard with attachments! Sometimes simplicity is best!	8/26/2016 9:26 PM
275	Weapons Browning Hi Power Pistol for British FG42 M3 Grease Gun Attachments Silencer for Sten Mk II 2.2x magnification M73 scope For the M1 Garand 30 Round Magazine for M1 Carbine Wooden Stock for Sten Mk II (Turning it into a Mk V) ZF 4 Telescopic Sight for StG44	8/26/2016 9:24 PM
276	No, but you could make the bolt action rifle usable. In RO2 they are the bread and butter, everyone can successfully employ them in all situations - hell i rack most kills with them. In DoI, rifleman is the least used class, because bolt action rifles are useless - the aim is awkward, the bolt cycling is bad/slow and against an automatic weapon you're screwed even at distance.	8/26/2016 9:23 PM
277	It'd be cool to see a magazine pouch attachment for the rifle butt of guns like the M1 Carbine. I'd also like to see a variant stock for the carbine of the M1A1 paratrooper version that folded, and similar variations for other guns (silenced Sten Mk2S, Sten Mk5, M1A1 appearance for the Thompson with the smoothed barrel, etc.)	8/26/2016 9:20 PM
278	Make the sights a bit thinner. The current sights block the player's target acquisition.	8/26/2016 9:18 PM
279	Axis: Sauer 38H, MP-41 If you add the SS, M712 Schnellfeuer Allies: M1917 Revolver (Or some similar equivalent), Winchester 1897 and all the cool stuff on the roadmap plz..	8/26/2016 9:18 PM
280	Mortars?	8/26/2016 9:17 PM
281	M1 Garand for British Forces	8/26/2016 9:04 PM
282	An FG42 would be a cool weapon for the assault or support class. A Bergman MP18 Would be good for the german side along with the FG42 for the same classes. For the US engineer, an Auto 5 shotgun would be a nice alternative to the pump shotgun.	8/26/2016 9:04 PM
283	-Variety of scopes for bolt action rifles ( different zoom crosshair and different zoom e.g. 3X, 7X, 12X.. etc)	8/26/2016 9:03 PM
284	sling should be visible, dont know if taped mags were popular back then but this would be a nice attachment for some weapons, you could make the sniperscope visible on some sunny maps by reflecting sunlight and an attachment could hide that effect, new weapon maybe the russian ppsh	8/26/2016 8:59 PM
285	Make the use of the MG42, and machine guns of this size and larger, a 2 man deal. Carry, setup, ammo loading... way to powerful and unbalanced as a personal weapon.	8/26/2016 8:58 PM
286	Browning Hi Power, Ithaca 37/Trench gun for Americans, bayonet for shotguns, M1917 Revolver, Thompson M1A1, rifle grenade for Americans, stripper clips as standard for G43 with magazines as an optional attachment, some sort of satchel charge/dynamite	8/26/2016 8:58 PM
287	- Different game mode style. The original Day of Defeat game mode (capture the flag, with fullcap and timelimit). - Some smaller maps as well - Make rifles more interesting vs. automatics.	8/26/2016 8:53 PM
288	I would like to see a british version of the rocket launcher	8/26/2016 8:53 PM
289	Binoculars for officers to call in artillery.	8/26/2016 8:43 PM
290	the falmethrower suicide from (what I guess) is fire splash damage is hard to avoid. While I appreciate the attempt at making it difficult (and I think it should be) the maybe the flamethrower barrel should be longer or the flame can better match what looks to be open air, but turns out to be too close to cover, or an object.	8/26/2016 8:43 PM
291	Soviet weapons ? I am sure many will be happy about it. PPSH, mosin nagant etc.	8/26/2016 8:42 PM
292	ZB26, FG42, Panzershek, MP41, Grease gun, Trench gun, Browning hi-power,	8/26/2016 8:42 PM
293	Mauser C96 (Broom-handle Mauser), Mortars for Engineers?, RUSSIAN WEAPONS / NATION?	8/26/2016 8:37 PM
294	no attachments please keep everything life like. and real like the actual war. lol maybe a vietnam spinoff in the future (;	8/26/2016 8:34 PM
295	rifle grenades for us m1 garand and carbine . fg-42 for germans	8/26/2016 8:33 PM
296	Sniper weapon camo. Plop some grass or leaves on the front of the rifle and were golden. Should make hiding in bushes much more safe	8/26/2016 8:31 PM
297	Bergmann MP18 Submachine Gun (Extra clip~etc) *Germany Charlton Automatic Rifle Semi-Automatic Rifle / Light Machine Gun (N/a) * New Zealand Welrod Silenced Pistol (N/a) * United Kingdom Lanchester (SMG) (Extended clip ~ etc) * United Kingdom Smith & Wesson 1st Model New Century (Triple Lock) Service Revolver (N/a) * United States M3A1 (Grease Gun) Suppressed Submachine Gun (N/a) * United States Savage Arms M720 Semi-Automatic Shotgun (N/a) * United States _____*Russia -Nagant 1895 MN9130 Rifle SVT- 40 PPSH- 41 PPS 42 DP-28 LMG PTRS- 1941 AVT 40 TT33 pistol Scoped MN9130 SVT-40 Scoped	8/26/2016 8:30 PM
298	Trench-gun	8/26/2016 8:25 PM
299	I really don't like some of the massive ironsights. I know that they're authentic this way. But IRL you didn't see it like that. I think you know what I mean :)	8/26/2016 8:21 PM
300	ZF-41, M2 Carbine, MP41, Winchester Model 1912, M7 grenade launcher, M1C, M3 Grease gun,Smith & Wesson Model 10, Panzerschreck,Model 39 grenade, Browning Hi-Power,Ross rifle, Vickers K, M1A1 Carbine	8/26/2016 8:21 PM
301	Binoculars, different scopes.	8/26/2016 8:09 PM
302	PLEASE can you buff the Sten MK.2	8/26/2016 8:01 PM

303	1. Selectable fuel tanks for the engineer. 2 tanks which contain different napalm to gasoline ratios. A larger ratio of napalm would produce a long, narrow, sticky stream where as a larger ratio of gasoline would produce a short, wide, less sticky stream. That's actually how it worked in the real world and would make an interesting choice in-game: <a href="https://www.youtube.com/watch?v=POzpEYHx6gc">https://www.youtube.com/watch?v=POzpEYHx6gc</a> 2. More recoil for pistols and larger deviation cone. Pistols fire far too fast and are far too accurate currently. 3. More incentive to use bolt-actions. Make rounds one hit kill to any part of body. Make bayonets one hit kill. 4. Less snipers on battlefield and more sway when using scope. 5. Less full-autos on battlefield. More bolt action fighting is needed.	8/26/2016 7:56 PM
304	Russian and Italian as playable factions with their own unique weapons	8/26/2016 7:52 PM
305	FG42 2x Scope Binoculars Ammo Type Dynamite Flares	8/26/2016 7:52 PM
306	For the Germans : MP-41 ; MP-34 ; G41 ; FG-42 ; Panzerschreck ; Luger 08 ; C96 Mauser ; VG 1-5 For the US : Scoped M1 Garand ; Johnson LMG ; Trench Gun ; M3A1 Grease Gun And a few other for the Brits but don't know them exactly ! What about some stationary gun ? Such as Vickers MG of MG 34/42 on Tripod ? :)	8/26/2016 7:51 PM
307	Better iron sight view, PLEASE add the system Red Orchestra 2 has when aiming by doorways, windows, ledges an icon pops up showing you have more weapon stability PLEASE :)	8/26/2016 7:45 PM
308	Hear me out with this one... I would REALLY like to see (just because it hasn't been done before, I think you lot would be breaking new ground) some partisan forces. Free French/Dutch resistance for the allies. Volksturm for the axis. For example, <a href="http://imgur.com/a/MKhFf">http://imgur.com/a/MKhFf</a> for the Volksturm Other partisans could get an array of allied weapons, some civilian themed weapons of the time, maybe something like the UD M'42? Just throwing this one out there, for the most part I think you guys have done a wonderful job with the weapons. I know you've got the M1A1 planned for the Americans, but can the engineers expect to get their hands on the M1987?	8/26/2016 7:41 PM
309	Thompson M1A1 for the American forces, since it would be much more historically accurate, the Brits are fine with the 1928. As for other new weapons I think they would only be appropriate with the introduction of new factions, FG42, Sten MkV, Sten MkIIs, Browning Hi-Power to name a few.	8/26/2016 7:39 PM
310	Weapon: * Arisaka Type 99 * Maschinenpistole 41 * Mosin-Nagant * Browning Hi-Power Attachments: * Different kind of scopes for the sniper rifles * other aiming points for the machine guns and rifles, (switchable) And for ingame if the officer is trying to use artillery or smoke, maybe it's better if you can use a map to point out, instead pointing with the gun? And reloading of the guns, now it mostly happens that you shoot a few bullets and you just want to reload but that it is not possible to do, because you need to shoot the hole magazine. Let the player decide when to reload or not.	8/26/2016 7:38 PM
311	scopes with little zoom for some weapons, balanced by a high point cost. FG42, Mauser C96, Walther PP, Panzerfaust, Panzerschreck.	8/26/2016 7:32 PM
312	A List of Weapons and Attachments in no particular order: 1. M1917 revolver for the US 2. FG42 for the Germans 3. M1A1 Airborne Variant for Paratroopers US 4. Grease Gun SMG For US 5. The M1/M2 Thompson for a cheaper Tommy Gun Alternative. Would also be a favorite of the Paratroopers of the US. 6. Browning High Power for the Brits as a more pricey alternative for the Webley. 7. M1D Sniper Rifle for US More Costly Than Springfield 8. C96 Mauser Pistol for Germans 9. PO8 Luger drum mag attachment or Long Barrel Perhaps like the Artillery Luger. 10. Lee Enfield Mk 1 SMLE perhaps Older version of the Enfield for Brits. 11. Luftwaffe-Drilling M30 Shotgun for Germans 12. M1917 Trench Gun Shotgun for US 13. MP34 SMG for Germans 14. M1917 Pattern Rifle for Snipers of the US/Brits	8/26/2016 7:32 PM
313	FG 42	8/26/2016 7:25 PM
314	Give the sniper class another alternative site to use beside their scope. A sniper scope for M1 Garand. Remember, we're in WWII, this is based on historical accuracy based on what people did in the war. Please fix the bug for shotguns where ADS and shoot and my shots would go 90 degrees to the left, not the center.	8/26/2016 7:24 PM
315	M1 Grease Gun	8/26/2016 7:23 PM
316	Some sort of optic like from WAW allow a mid range scope on the StG and M1 Garand maybe and a flash hider or compensator	8/26/2016 7:20 PM
317	Vickers LMG for Brits. FG42 for German assault. 4x optics for sniper classes. Browning Hi Power as Brit sidearm to balance with M1911 and P08. Increase MG34 ammo and make it the assault machinegun, increase MG42 recoil and sway to encourage deploying.	8/26/2016 7:18 PM
318	Bayonets Does One Hit Kill If Running At least.	8/26/2016 7:14 PM
319	The StG had a scope available (the ZF4), which could be made expensive for balancing. Also the Kar98 had a low zoom scope the ZF-41, which could be good for support class for example. The ZF-41 was available for the StG as well. Furthermore, the Fallschirmjägergewehr 42 could be a cool addition to support or assault class (It was used by German paratroopers, so assault class could be perfect for it). The Panzerfaust was not used against infantry targets, I personally think that it should be swapped with Panzerschreck (which wasn't used as Anti-infantry either but would still be better than the Faust). The MP40 had an experimental Dual-Magazine variant available as well, though not commonly used at all, it could be a cool addition to the arsenal (could be made into an attachment as well, as the Thompson had the drum mag)	8/26/2016 7:14 PM
320	Add more better iron sights options, because some of the weapons are great but their iron sights are just horrible (Springfield rifle, M1 Carbine, all rocket launchers and Especially Bolt action rifle 'nade launcher variants.)	8/26/2016 7:12 PM
321	Jungle Style magazines i.e. tapping one magazine to another and an extended mag for the M1 Carbine. As for weapons, M1C Garand, Silent Sten, Patchett Mk1, Vickers GO, Boy's AT rifle (1 mag, shoots through walls, could be used as a High power sniper rifle), maybe a Lancaster SMG, maybe a MAS36, maybe a Charlton automatic rifle.	8/26/2016 7:08 PM
322	Garand M1C or M1D variants to counterbalance G43 with scope. Larger Magazine for M1 Carbine - similar to what you've done with the Thompson. Sling attachments for most/all rifles and MG's. FG42 please! M3 "Grease Gun" Browning Hi Power	8/26/2016 7:07 PM
323	p14/m1917, springfilled iron sight attachment that changes the sights, k98k iron sight attachment that removes the hood from the tangent post, Johnson Rifle/LMG, vz 26 lmg	8/26/2016 7:01 PM
324	Option of "captured weapons" where one side has option to use weapons of the opposing side for increased supply cost. Also ZB 26 light machine gun for Wehrmacht, which would be much better counterpart to Bren and BAR	8/26/2016 6:59 PM
325	Improve Kar98k Rifle grenade reload/animations	8/26/2016 6:59 PM
326	M7 grenade launcher	8/26/2016 6:56 PM
327	Weapon Fiodorowa	8/26/2016 6:47 PM

**Q17 Do you understand how fire support (e.g. artillery or smoke barrage) works in the game?**



Answer Choices	Responses
Yes, and I use it regularly	39.66% 278
Yes, but I don't use it often	23.11% 162
I think I know how it works, but haven't tried it	16.55% 116
I've seen it used in the game, but I'm not sure how to use it.	19.54% 137
Fire support?	1.14% 8
Total	701

Q18 (Optional) Are there any features in the game which can be better communicated to the player?

Answered: 272 Skipped: 541

#	Responses	Date
1	How to use arty,, but that is an annoying feature. Smaller mort attacks would be better.	11/10/2016 1:52 AM
2	How Fire Support Works	9/15/2016 12:05 PM
3	The importance of radios	9/15/2016 4:20 AM
4	Fire support, sure I got it after one really nice player explained it in detail, but it took me a while.	9/14/2016 1:32 PM
5	Explain how more of the different features of the game work on the load screens, we all have to spend time looking at them so its a great time to learn something	9/13/2016 2:57 PM
6	controls for fire support	9/13/2016 7:41 AM
7	Radio's. I like the radio idea, but I hate being the one always having to go radioman because everyone else besides the SL doesn't know about the radios it seems like.	9/12/2016 10:53 PM
8	How to properly aim the artillery-strikes.	9/12/2016 6:02 PM
9	The use of the commands (C button) and voicechat	9/12/2016 5:50 PM
10	officers fire support and radio support and how they work (who can hear what and how to use them)	9/12/2016 5:50 PM
11	Area hostile and area clear quick menu commands from Insurgency. Potentially allowing radiomen to have access to "artillery ready" and maybe "artillery can't fire yet / there" commands. Sometimes I find that quick menu commands, especially orders for other players, don't appear in chat even when they can be audibly heard, unsure on whether this is intentional or a bug.	9/12/2016 5:32 PM
12	Fire Support,	9/12/2016 4:36 AM
13	How to send squad (Officer) Commands, That Radio's are needed for an officer to do its job and team work / communication is effective in order to win.	9/11/2016 4:31 PM
14	A tutorial on how to use the officer and the radio man. How they work together, and some important points on them. Along with showing them that they can change the controls to call in smoke barrages and artillery quicker.	9/11/2016 1:24 AM
15	That the extra ammo and grenade pouches don't provide extra armour.	9/10/2016 7:24 PM
16	Sometimes for fire support it will accidentally read like a branch infront of my guy and next thing I know I just called super danger close arty on my on men. Maybe adding binoculars to the officer class could solve that issue.	9/10/2016 6:44 PM
17	Fire support would be better if you could place a marker , rather than drop it on yourself - unless I am missing something in which case it should be better explained.	9/10/2016 12:12 PM
18	How to call artillery since its a bit difficult at first, maybe have a the option to have a game helper. Think L4D2	9/10/2016 10:06 AM
19	fire support	9/9/2016 11:18 PM
20	Always helps to tell people to use suppression and stay with your squad. I see so many people not returning fire when they're getting shot at and wandering off alone.	9/9/2016 7:03 PM

21	artillery	9/9/2016 5:13 PM
22	How to Co-op entrenchment reinforcement	9/9/2016 2:33 PM
23	it would be great if there was a training exercise like in insurgency. it could help the player with figuring out the fire support feature. also, some target practice would be nice to give the player a feel for different weapons in particular bolt action rifles which could have a training area where they learn how to deal with close quarter combat and when to solve a conflict with the bayonet	9/9/2016 10:33 AM
24	Tutorial for use of artillery, radios and how they work in general. Most of people on public servers don't have a clue.	9/9/2016 8:23 AM
25	artillery needs to be easier.	9/9/2016 5:22 AM
26	Artillery.	9/8/2016 10:30 PM
27	A simple tutorial of how to use fire support, radio, etc	9/8/2016 9:01 PM
28	Its kinda hard to find ammo boxes	9/8/2016 4:12 PM
29	Yes, implementing a simple tutorial on how radios, and artillery work in the game would help newcomers.	9/8/2016 10:26 AM
30	Well I really do not understand radios. I only know it speeds up captures and can be used to call in artillery but I have no clue how that works.	9/8/2016 8:16 AM
31	do not censor swastikas. Read Robert Faurisson, Ernst Zundel and other revisionists to understand the true facts of ww2. Then make a great german army in the game	9/8/2016 7:56 AM
32	Resupply.	9/8/2016 6:18 AM
33	Well, comander can show spots to his squad to attack or just go to that spot	9/8/2016 5:52 AM
34	the importance of radios on maps like dog red and reichswald	9/8/2016 5:42 AM
35	How exactly the Fire support works, currently the community has to teach a newbie	9/8/2016 4:27 AM
36	Officer	9/8/2016 4:19 AM
37	The fire support is a brilliant idea, but it is sometimes difficult to make sure you aren't bombing your current location. I have inadvertently mutilated my entire squad due to improper barrage calls far too many times.	9/8/2016 3:52 AM
38	How to use artillery. How to be a good officer.	9/8/2016 3:46 AM
39	How to use the radio to call in fire support. Entrenchment, players do not fall back to re-spawn in players. I don't know if it's just bad team mates, or the fact that finding the rendezvous point is not that easy. I think a message flashing across the screen might help that lone sniper realize he is the last one left. Or maybe every time a player dies a number flashes showing how many on your team are still alive.	9/8/2016 3:38 AM
40	Making players aware of how the heavy loadout effects # of grenades(ie. which slot). Make players aware that fire support radio cmds need to be bound to be used. Player tips suggest they can be reached via the standard radio dial. Make players aware that radios can be hurt by bullets/explosions and no longer work. Make players aware that the speed at which an objective ie being captures is an indicator of how many/few/no enemies are present. Make players more aware of the switch to open doors to Obj. C on Dog Red, and any others in game. I believe this is the only switch.... Let players know that the auto-deploy for the bipods can be fully disabled.	9/8/2016 3:31 AM
41	OFFICER CLASS. JUST PUT A SHORT TUTORIAL IN FOR ALL ZE NUBS	9/8/2016 2:56 AM
42	the importance of people with radios	9/8/2016 2:52 AM
43	Directing artillery should have some sort of positional marker (like in Verdun) or be similiar to the original squad leader markers in Insurgency, or even by using the map.	9/8/2016 2:45 AM
44	A tutorial mission explaining everything would be awesome	9/8/2016 2:18 AM
45	How fire support works	9/8/2016 1:59 AM
46	Fire support	9/8/2016 1:58 AM
47	New players seem to have difficulty understanding regrouping	9/8/2016 1:30 AM
48	i think some radiomen dont understand officers need line of sight on their target. i always play radio on the open maps, but on city maps it can be really hard to do anything	9/8/2016 1:16 AM
49	Artillery or the use of the support class	9/8/2016 1:09 AM
50	The point system in the loadouts took me a bit on figuring out why i kept getting a +1 point for no reason.	9/8/2016 12:51 AM
51	fire support / radio / leader	9/8/2016 12:38 AM
52	Please communicate to officers at how to use their job. Please communicate to teams that there is nobody playing officer in some way. Add a feature that makes radiomen want to do their job. It's also not clear for the officer where and where he cannot call artillery. I've tried to call in artillery time and time again in certain places but kept getting the radio replying to me saying they can't shoot there. There's too much of a delay between me calling and the response from the radio. Please add some sort of number cooldown so the officer can tell when he can call artillery again. This will help people who don't play with sound, can't understand german radiomen, and can't hear the reply from the radio because there's too much gunfire nearby. I'd love a feature like from RO2 where you hold down the reload key and it communicates to you how full your magazine feels. This would help me and possibly other players from constantly reloading our guns after a few shots.	9/8/2016 12:31 AM
53	a radio can take a hit or stab	9/8/2016 12:01 AM
54	the respawn. omg i can not tell you how many times the team is yelling at that last guy alive (always the sniper) who is no where near an obj taking horrible pop shots, oblivious that we are all dead and we need to regroup. some type of timer on screen till the next regroup is available and BIG ASS letters or something to tell them. the most annoying thing is losing because the one dipshit(sniper) isnt playing as a team.	9/8/2016 12:00 AM
55	Artillery support and how exactly to aim it accurately.	9/7/2016 11:38 PM
56	Its good	9/7/2016 11:23 PM
57	I general tutorial that you could access from the main menu would be a very welcome addition	9/7/2016 11:00 PM
58	How to use artillery. What a radio does. How to play as a team.	9/7/2016 10:59 PM
59	Where exactly the artillery lands when you call it in. What is necessary to cap a zone - as in, how many players the attackers need in a cap zone vs. how many defenders are in the zone to start capturing	9/7/2016 10:47 PM
60	Add in tutorial please with the same style as in Insurgency.	9/7/2016 10:37 PM

61	maybe a small "training course" to teach how to use the fire support (many people don't undersand very well what to do), and let the players try different weapons (a firerange would be great)	9/7/2016 9:53 PM
62	A higher player count, like in the mod. At least to be able to play at 42 player count, the use of binoculars when calling artillery.	9/7/2016 9:01 PM
63	Learning artillery, maybe use binoculars instead. Go and play Verdun :)	9/7/2016 8:52 PM
64	flame throwers can kill you if used indoors	9/7/2016 8:43 PM
65	How to use artillery, I think most people deter from the class because they don't know how to use it, or to much of a responsibility, I.E launching bad arty will get teammates killed which results in bad mouthing and toxicity	9/7/2016 8:42 PM
66	How to aim artillery.	9/7/2016 8:12 PM
67	How flamethrowers work. I roasted myself often when a newbie.	9/7/2016 7:48 PM
68	most of them	9/7/2016 7:36 PM
69	The command line options. Options for setting up a custom singleplayer game. How can I fine tune bot difficulty?	9/7/2016 7:25 PM
70	How to use radios and radial menus for commands. Also images with captions on how certain game modes work, highlighting the most important elements in bold/coloured/capitalised word e.g. "You can GAIN more reinforcement waves by capturing objective points" or "Radio kits are helpful for capturing objectives FASTER".	9/7/2016 7:25 PM
71	Artillery has no designation indicator so you can accidentally call it in on yourself. This is a big issue and very annoying but no one blames the commander	9/7/2016 7:11 PM
72	Arty support	9/7/2016 7:06 PM
73	The bots ai could be nerfed slightly.	9/7/2016 6:39 PM
74	Allies Position.	9/7/2016 6:33 PM
75	Bot command Artillery command - I may use it but I had to figure it our myself!	9/7/2016 6:14 PM
76	How radio works, how much team work is important	9/7/2016 6:13 PM
77	When they are the last man standing	9/7/2016 6:09 PM
78	Smoke actually works in Coop.	9/7/2016 5:55 PM
79	Fire Support Respawning in Co-op Stronghold mode	9/7/2016 5:51 PM
80	How the radio works - I see new players asking that all the time.	9/5/2016 1:22 PM
81	Make radio fire barrages easier	9/4/2016 9:02 PM
82	How to use Firesupport	9/3/2016 8:16 AM
83	There could be a possible tutorial implemented like Insurgency's. Teaching the player how to use arty strikes and the advantages/disadvantages of using a certain weapon.	9/2/2016 10:59 PM
84	How to use artillery - please create a tutorial like insurgency.	9/2/2016 12:26 AM
85	The importance of having an officer and a radio guy or two alive and working together	9/1/2016 5:19 PM
86	Ik am a insurgency veteran, so nog for me, but mayne some kind of tutorial Mission for newbies to the series.	9/1/2016 10:59 AM
87	Fire support. Objectives (like the destroying radios).	9/1/2016 9:20 AM
88	I still don't fully understand how artillery works. If I was able to call in artillery on certain points on the map it would be much easier to use.	9/1/2016 5:51 AM
89	Fire support	9/1/2016 4:46 AM
90	It'd be nice if the aiming of support was explained in game of some sort.	8/31/2016 11:27 PM
91	I think that the location designation of fire support needs to be clearer: ie. pointed to on a map/ hologram indicator	8/31/2016 10:23 PM
92	Either a god damn big tutorial to hammer every god damn player how important it is to play as a team and how much this game relies on supportive/communication play styles. A simple Infobox or tooltip is NOT enough (see Battlefield as the best example. Everyone just gives a sh! about it dropping ammo boxes or medic bags.)	8/31/2016 9:43 PM
93	The use of the Comma Rose.	8/31/2016 8:46 PM
94	Being an officer, using fire support, the different multiplayer modes	8/31/2016 3:35 PM
95	how roles are designed to work e.g not running around like rambo with MG 42, and for their to be penalties for not playing role correctly	8/31/2016 3:08 PM
96	Officer - Radioman relationships. How fire support works.	8/31/2016 7:52 AM
97	From my experience, many players don't know how to call in artillery. Players also have to know how to give ammo to each other!	8/31/2016 5:52 AM
98	Officers in range of radiomen, artillery cooldowns, out of bound areas	8/31/2016 1:51 AM
99	Notification of where fire support is going. Should gave an aim point to your teammakes or atleast make a shout out "Artillery fire Near Baker" as an acknowledgement of the Artillery strike instead of the general notification that you called one in. Also maybe give the Officer a visual acknowledgement if their call in was successful or not. It is easy to do with english speaking radio support but with the germans I have no idea if my call was successful or not (do not speak german). Also I find the fire support to be hit or miss. Sometimes it goes to where you were aiming but sometimes it randomly strikes near you instead of the target. Maybe a revamp of the targeting system where you hit the call once and it places an aim point on what you are targeting and a second hit confirms it and calls it in or you can change the point by looking at a different location to readjust the aimpoint and then confirm that with a second hit. This would be easily done by having a coordinate system where you can mark the spot (line of sight still so that the gameplay doesn't change) and it reads out the coordinates and you can call it in (where the officer calls in those coordinates instead of a generic "on my location") This will prevent the issue where it appears a "blade of grass" or "leaf" can mess up the aim point	8/30/2016 10:28 PM
100	Radio Kit, support class, artillery, I kinda understood myself but it took a couple rounds.	8/30/2016 4:57 PM
101	Maybe do a short tutorial that explains some mechanics like fire support.	8/30/2016 4:18 PM
102	How waves work and that it's crucial to play the obective to not run out of waves.	8/30/2016 2:10 AM
103	how to play officer	8/30/2016 1:29 AM

104	How to use air strike and direct communication between leader and support	8/30/2016 1:03 AM
105	Artillery functions and team play!	8/29/2016 10:14 PM
106	Fire support	8/29/2016 6:39 PM
107	the fire support, I really like how it works in RO2 where you have a class responsible for spotting a location and the commander who has to be near a stationary radio to call it in.	8/29/2016 5:18 PM
108	A small guide for each class - uses, advantageous/disadvantages how to use features like artillery.	8/29/2016 4:28 PM
109	How respawn waves actually work	8/29/2016 1:31 PM
110	radios arty	8/29/2016 12:53 PM
111	German voices to English so can be understood	8/29/2016 12:32 PM
112	Support capping points quicker/ the relationship between officer and support - role of support	8/29/2016 11:54 AM
113	How artillery is aimed.	8/29/2016 9:50 AM
114	The mounting of machine guns seems to be a problem that I find many new players struggling with. The same can be said for the keybindings of officers calling in artillery.	8/29/2016 8:51 AM
115	For several days I wasn't able to find these custom 18 player coop servers I was frequenting when "Custom Games" was created, which shifted those coop games from the "Cooperative Combat" server list. I have seen many players that were on the 18 player servers that no longer frequent there, yet still play 8 man coop servers. Many friends of mine were confused until I explained the process after I figured it out. To simplify things greatly, I would strongly recommend ONLY having "Server Browser" available and deleting "Cooperative Combat"/"Custom Games". All information regarding game type, ping ect. is provided in the "Server Browser" already and more function able.	8/29/2016 8:29 AM
116	Fire support needs icons displayed on HUD or on map to show team where barrage is landing before the first volley is fired.	8/29/2016 4:10 AM
117	Yep, fire support. I learned the hard way, as many others do. In its current state, a steady flow of new players will mean a steady flow of self inflicted artillery deaths.	8/29/2016 3:55 AM
118	the artillery/fire support/officer class	8/29/2016 2:44 AM
119	Calling in artillery support on a target out of direct LOS (e.g. enemy position behind a building, laying down a barrage behind the objective area etc.)	8/29/2016 12:27 AM
120	Officer/radio cooperation - lots of new players dont realize that arty is "point-of-sight" and end up killing lots of friendlies until someone lets them know	8/29/2016 12:15 AM
121	fire support needs explaining. I had to look on utube to work it out	8/28/2016 11:46 PM
122	Artillery is a bit hard to use. Would like it if the process was something like: 1. Call for radio, 2. stand next to radio and select type of artillery strike, 3. use left mouse (fire button) to select target area.	8/28/2016 10:41 PM
123	The importance of fire support, and where it actually goes to avoid confusion.	8/28/2016 9:03 PM
124	Where the fire support actually lands since it was hard to discover it hits where you aim and also the all around importance of the fire support since it can get really difficult to find an officer wise enough to use it or a support wise loyal enough to follow an officer.	8/28/2016 9:03 PM
125	Make it easier for people to understand how to use radios, and firesupport. Inform players when artillery is inbound to easier coordinate an attack when you eg. use smoke artillery.	8/28/2016 8:24 PM
126	How an officer must team-up with his support troops in order to call in artillery/smoke barrages.	8/28/2016 8:24 PM
127	- Only experienced players should pick officer. There must be a kind of tooltip in the outfitting-screen. - Don't pick Support and go without radio - This game is objective-based - the outfitting is difficult to handle. The numbers (e.g. 8/10) must be more visible. I think the inventory UI could be better. Only Insurgency Players get it the first time. - there is a possibility to give ammo to sb. - Press middle mouse to deploy your bipod! - Are walls bullet-proof?	8/28/2016 8:12 PM
128	Ammo resupplying is a bit confusing in comparison to Insurgency so it took a few matches for me to get it.	8/28/2016 6:17 PM
129	fire support! defenetly fire support! :D	8/28/2016 5:42 PM
130	Smoke barrage, radio usage.	8/28/2016 4:06 PM
131	Ammo Sharing	8/28/2016 4:04 PM
132	maybe a hud indicator or arrow on the screen that can only be set by the squad leader for newer players	8/28/2016 3:42 PM
133	Artillery	8/28/2016 3:20 PM
134	leaning	8/28/2016 3:08 PM
135	Local comms should be divided into shout and whisper	8/28/2016 12:24 PM
136	i think a small overview that brief you on what game mode specific brings as rules. as a reminder.	8/28/2016 12:13 PM
137	Almost everything that deals with using something, picking up something, or activating something that's not on the loading screen. It needs to be bluntly apparent. Artillery needs explained as well and should have a some type of 3D icon to make sure you know where your arty is being dropped	8/28/2016 11:05 AM
138	How the standalone differs from the mod	8/28/2016 9:28 AM
139	Radio and support	8/28/2016 7:08 AM
140	The fact that officers need radiomen could be better explained. a short description of what each class does could fix that, Eg. "The officer leads his troops from the front, and can call down either heavy artillery or smoke barrages to turn the tide of battle. However, he requires a Support player carrying a radio kit to be near in order to do so".	8/28/2016 6:21 AM
141	Speaking between other people with radious.	8/28/2016 3:14 AM
142	Weapon stats	8/28/2016 12:38 AM
143	Fire Support, I had to figure out to double click through the radial menu to get to squad commands and then support commands. It works fine but needs to be made apparent to the player, with an emphasis on how useful it is and how easy it is to misplace barrages.	8/27/2016 11:18 PM
144	Fire support. I had to watch some gameplay vids online and read the forums to understand how it's done.	8/27/2016 11:05 PM
145	Moving to objectives in cooperative	8/27/2016 10:53 PM

146	I think pre-binding the Support keys would help players learn them more quickly. I personally use H, J, and L.	8/27/2016 10:38 PM
147	I see many players not understanding what radios and fire support do, I think you could give new players a hint if they're about to use a radio/officer which you could turn off by clicking 'I understood' or something. It's not that great to be forced to watch a Youtube video that explains it.	8/27/2016 9:57 PM
148	Yes, i think artillery could be shown better, how to call fire support should be a tutorial.	8/27/2016 8:10 PM
149	How to use the fire support, took me a while to figure it out, and the extra ammo with the light and heavy kits. I still don't know how much extra ammo I get to carry.	8/27/2016 6:29 PM
150	I think the soldier uniforms need to be tweaked slightly to make them a little more discernible from one another. There is A LOT of friendly fire going on right now.	8/27/2016 5:55 PM
151	Camping on stronghold being pointless due to infinite spawn waves, unlike in competitive game modes. Voice chat. Because it's off by default I've often found it not very helpful as half your team (or more) can't hear you. Quick chat commands (C menu). Sees a lot of use by advanced players, but new-bys rarely use it.	8/27/2016 5:27 PM
152	Yes , the fire and smoke support, a lots of people dont know what it is and how to use it. A lot of people dont understand the point of the game mod, like offensive, defenders need to defend points,some players are far away from the point to defend but i guess they are casual players.	8/27/2016 4:52 PM
153	Taking out the radios was confusing for a little, didn't realize we had to shoot it. Also, fire support took a bit to figure out, but we've got it down now. Might be nice to have a small tutorial about the weapons.	8/27/2016 4:18 PM
154	Fire support	8/27/2016 4:09 PM
155	Explanation to fire support requiring a radio and 2 people could be better, was hard to figure it out by myself.	8/27/2016 4:02 PM
156	Fire support and radios	8/27/2016 3:43 PM
157	I think that it's all pretty straight forward. As long as there is someone in the game that understands and can explain if someone is confused, everything is good.	8/27/2016 2:50 PM
158	How to use radios and artillery. Inform in weapon attachment info if I can reload with a stripper clip or not if the gun isn't empty. Tell me in weapon description if I lose the clip/magazine on reload or not.	8/27/2016 2:44 PM
159	The fire support feature definitely can be more clearly communicated. About half the games I don't see one of the teams using it at all. Having more information about fire support on the UI would be immensely helpful. It would be a significant quality of life improvement to know the amount of time left before the next fire support strike can be called in as an officer for example. Another would be some sort of indicator showing that a radio is within range to be used. Regarding other game mechanics, it may be useful to have players understand that while Day of Infamy isn't an extremely hardcore simulator, it may behoove them to take more time and put more thought into planning their actions.	8/27/2016 12:05 PM
160	i dont want 3 ring menus and 3 buttons. pls give me a "all menu key", when i press it i can choose between "radial menu firesupport" "radial menu leader" "radial menu normal", when i am officer and just open the normal one when i am not.	8/27/2016 11:32 AM
161	Improving fire support interface so its easier to use	8/27/2016 10:56 AM
162	Perhaps a tutorial could be made, similar to how Insurgency's official game (Not the mod) tutorial played out, but a bit more in depth due to having artillery.	8/27/2016 10:53 AM
163	The advantages of artillery, proper teamwork between players	8/27/2016 9:17 AM
164	I haven't played enough to critique this	8/27/2016 8:57 AM
165	The use of artillery and squad command to new-comers.	8/27/2016 7:09 AM
166	The way that the different types of mission works. And the commands (like using fire support)	8/27/2016 6:56 AM
167	The 75 second cooldown for rt	8/27/2016 6:47 AM
168	Generally, I think seeing a tutorial level would be a great help. One of the reasons I haven't played officer is because I don't know how to use fire support and feel that I would let the team down.	8/27/2016 6:41 AM
169	Use of fire support and how to be an officer in general	8/27/2016 6:19 AM
170	Need reminders to officers to provide support; most officer's are oblivious to comm features	8/27/2016 6:16 AM
171	If people read the damn keys before playing than no, but you guys cant force that lol!	8/27/2016 5:48 AM
172	-Radios being shot out/off people can effect communication	8/27/2016 5:40 AM
173	Have a tutorial for basic controls and concepts then have a tutorial list for more in-depth ideas such as fire support.	8/27/2016 4:29 AM
174	Enemies can hear you, so be quiet.	8/27/2016 4:07 AM
175	I had to learn about fire support from other player, should be explained better to new players.	8/27/2016 4:04 AM
176	I have seen lots of players trying to "capture" the room with the radio in it but actually all they need to do is shoot the radio.	8/27/2016 4:04 AM
177	The radio system. Telling people with radios they need to be near an Officer	8/27/2016 3:57 AM
178	equipping loadouts, using artillery, basic "cookie cutter" builds for classes (rifleman buy more smokes, supports buy radios etc.) basically a tutorial of some sorts	8/27/2016 3:47 AM
179	artillery / fire support	8/27/2016 3:16 AM
180	Fire support	8/27/2016 3:12 AM
181	teamwork - too many players focused on k/d ratio rather than cap points	8/27/2016 2:51 AM
182	The use of fire support and radios could be better demonstrated. I found out how to use fire support from the Steam forums.	8/27/2016 2:46 AM
183	Probably fire support.	8/27/2016 2:44 AM
184	Fire support	8/27/2016 2:43 AM
185	Proximity voice chat, setting up radio commands, smoke causing coughing.	8/27/2016 2:38 AM
186	Calling artillery is not very intuitive. I suggest changing it to the first menu in the radial for officers (rather than clicking the center twice).	8/27/2016 2:33 AM
187	How to use arty gets asked by all new players	8/27/2016 2:21 AM



188	The radio	8/27/2016 2:04 AM
189	Maybe when a Teammate gets close to a radio guy they can broadcast their voice instead of having the radio guy do it, like the officer trying to lay out commands.	8/27/2016 2:03 AM
190	There does need to be some kind of visual or audio cue for Officers and Support to know when they are close enough to each other to use fire support.	8/27/2016 2:03 AM
191	How to switch from one "communication wheel" to the next.	8/27/2016 1:58 AM
192	Some controls such as using bipods and bayonets are not explained very well.	8/27/2016 1:49 AM
193	Fire support should be more clearly communicated to the player. I only found it by accident and managed to get hang of it.	8/27/2016 1:39 AM
194	Objectives and friendly player positions could be displayed better	8/27/2016 1:38 AM
195	How artillery works	8/27/2016 1:30 AM
196	The various unbound communication options, such as for Artillery. Also, not only how to use fire support, but how to do so safely, so as to avoid accidentally calling it down on yourself because a nearby objects hitbox is larger than its texture.	8/27/2016 1:30 AM
197	Artillery! Had zero clue it was even a feature until I was looking through the controls	8/27/2016 1:16 AM
198	fire support, friendly fire, radio pack use and proximity, balanced soldier class choice in co-op	8/27/2016 1:05 AM
199	fire suport	8/27/2016 12:42 AM
200	Machine gunners should be aware that even though they may not see enemies in buildings it is worth suppressing windows/ doorways to allow their teammates move forward.	8/27/2016 12:36 AM
201	officer and support? its explained but rarely used i find	8/27/2016 12:29 AM
202	- A visual indication of where artillery barrages will land. If not for other players then just for the squad leader to see and then alert other players. Perhaps some sort of visible aiming method would also help prevent bad call in's too. (We've all called it in on the window ledge and killed ourselves, admit it! =P) - The class of a player - Perhaps could be on the scoreboard or on the players Hud name when you aim at them.	8/27/2016 12:24 AM
203	the relationship between officer and radio man	8/27/2016 12:11 AM
204	How to use fire support	8/27/2016 12:11 AM
205	I wish the teamwork part were more essential in the game. Like you needed teamwork to clear/capture an point. Now it is just like every other MP game out there. Maybe do a little more teamwork base. its like you can do everything alone, and there is always that guy who camps and wont regroup to reinforce the team.	8/27/2016 12:08 AM
206	yeh no idea on the radios at all...	8/26/2016 11:48 PM
207	Fire support, Using teamwork effectively, Team roles, Weapon range and trajectory	8/26/2016 11:48 PM
208	Objective Play!	8/26/2016 11:44 PM
209	Play the objective instead of camping.	8/26/2016 11:37 PM
210	3 command clicks to access artillery/smoke via quick chat hud is frustrating at times. Having to point with optics to mark for fire support is a bit troublesome.	8/26/2016 11:35 PM
211	The necesity of an officer and radio, and for radio not to run ahead into frontlines (follow your officer) The HUD shows it but still not enough players notice, or don't care, or are scared to play officer	8/26/2016 11:30 PM
212	how to aim the artillery as an officer	8/26/2016 11:27 PM
213	How to use the radio as an officer to call in artillery support.	8/26/2016 11:25 PM
214	The maps don't show possible paths or halls available to the player. Sicily is the map that I think shows it the most, the middle west set of buildings don't show that isn't a path to travel past even when much of the map around the area is walk-able. To maybe better explain, the farthest west path thru the set of buildings is in the middle of the map, yet it displays nothing that would make you believe that is so.	8/26/2016 11:01 PM
215	Radio usage	8/26/2016 10:50 PM
216	Calling in artillery, use of the radio	8/26/2016 10:50 PM
217	Is there a grenade hotkey? I'd like it if there were. Also, does AI get suppressed when fired upon?	8/26/2016 10:35 PM
218	Artillery Flamer thrower team work abilities. Exchanging ammo. Maybe a marker on hud if someone requests smoke artillery? Might not be everyone's cup of tea	8/26/2016 10:35 PM
219	- Fire support	8/26/2016 10:32 PM
220	fire support	8/26/2016 10:19 PM
221	Fire support, I had to learn about it from someone in-game	8/26/2016 10:18 PM
222	Maybe have a tutorial to teach the basics and the realism.	8/26/2016 10:07 PM
223	i don't think so	8/26/2016 10:01 PM
224	probably a tutorial on how to call fire support	8/26/2016 9:57 PM
225	Officer-Roles and MG/Support firing.	8/26/2016 9:43 PM
226	Keeping an eye on wave count and importance of the objective	8/26/2016 9:38 PM
227	Artillery pop up tips upon first selecting officer or support classes	8/26/2016 9:36 PM
228	I feel it's communicated decently, but I'd still love a way to spread the idea of getting on the points rather than capping.	8/26/2016 9:32 PM
229	Many players are not aware of how to call in Fire Support The Importance of Playing The Fucking Objective (Stupid Snipers don't know what a Keyboard button is)	8/26/2016 9:30 PM

230	The resupply UI needs a complete overhaul. It was workable, but not good in Insurgency, and DoI has the same problem. The gear needs to visually be spread out more (instead of the "stacked" and "collapsing" mechanic) and choices for weapons need to be more defined (e.g. shaded or highlighted boxes, and where options to place on a certain location are provided as pop ups or something visually clear). The main menu of getting some friends together and jumping into a cycle of coop only maps needs to be a main option. e. g. Create a lobby of friends using in-game invites, and select "co-op". Done. Shouldn't have to invite with Steam and then choose cryptic map names with console commands.	8/26/2016 9:29 PM
231	Maybe the fire support.	8/26/2016 9:27 PM
232	How to use artillery	8/26/2016 9:18 PM
233	It looks like you've already figured out artillery and smoke could be better explained to people.	8/26/2016 9:16 PM
234	Just make everyone in team hear what people are saying on radio despite the distance between them even if they are dead or alive... you can allow enemies to hear when close range but please make a usefull voice chat.	8/26/2016 9:12 PM
235	fire support	8/26/2016 9:02 PM
236	The problem with being an officer is having radio operators (people or AI) that run away, ignore calls for the radio. People who carry the radio should get points for going to the officer to call in something. There should be some penalty if they actively ignore requests. Finally, if I am an officer and all my radio operators are down, and I find a radio, I should be able to use it (stationary).	8/26/2016 9:02 PM
237	How to call artillery	8/26/2016 8:56 PM
238	How to resupply, and where	8/26/2016 8:53 PM
239	Maybe a tutorial with all the features presented to you would be good for new players.	8/26/2016 8:51 PM
240	fire support, new players dont know how to use it, and i had to search to find out myself. Radios, new players should understand how important they are to gameplay	8/26/2016 8:47 PM
241	How a Radio and Officer NEED to be near each other to call support. A loading screen hint is not enough.	8/26/2016 8:46 PM
242	I had to set the keys for artillery which was sort of an annoyance.	8/26/2016 8:44 PM
243	All of them, players who haven't played Insurgency wouldn't know most of the gameplay features	8/26/2016 8:43 PM
244	flamethrower splashback is bad mkay?	8/26/2016 8:42 PM
245	Borders of the map	8/26/2016 8:36 PM
246	the use of radios and officers as many officers dont know how to use smoke and the importance of radio carriers. (not me of course :P)	8/26/2016 8:34 PM
247	nothing at this time	8/26/2016 8:33 PM
248	Middle Mouse Button to deploy bipod on windows, the only reason I figured out I could do that is because my friend reminded me. (We both play insurgency)	8/26/2016 8:27 PM
249	How voice chat works. Such as nobody can hear you if you are a certain distance away from your team without a radio.	8/26/2016 8:26 PM
250	Not really, but it would be nice if artillery could be called in via the map, and not where your crosshair is. I've been killed by friendly artillery many times because someone looked away too soon and accidentally called in arty right on top of where I'm standing.	8/26/2016 8:19 PM
251	Fire support, officer commands, objective locations (some new players really don't seem to grasp this)	8/26/2016 8:11 PM
252	None at the moment	8/26/2016 8:00 PM
253	How to use artillery and how to determine where it strikes	8/26/2016 7:56 PM
254	Artillery key bindings / use / cooldown	8/26/2016 7:54 PM
255	Artillery, How Officers work	8/26/2016 7:53 PM
256	Fire support	8/26/2016 7:47 PM
257	Ingame help support for beginners, and option off if they know how it works.	8/26/2016 7:42 PM
258	The Equipment menu is a little confusing. Interface seems all over the place as for Insurgency, things are easier and simple to find.	8/26/2016 7:40 PM
259	A little tutorial would be nice to show movements and mechanics (lean, place bipod and artillery).	8/26/2016 7:38 PM
260	The radio commands (artillery/smoke) should be explained in a tutorial or something like that	8/26/2016 7:37 PM
261	A "How to play" section would be great. A tutorial like in Insurgency would be even better. It took a while (and some teamkills) till I understood how to use the fire support feature. Also how to give ammo to teammates.	8/26/2016 7:36 PM
262	Have some teammate features hinted at players, encourage teamwork	8/26/2016 7:24 PM
263	How to call in arty, like make a command for it on the keyboard and prompt officer's to press it.	8/26/2016 7:23 PM
264	Fire support is not well explained, and it's hard to use. A tutorial would be great, at least have hint text walk officers through it. The spawn waves and point capture mechanics should be written out somewhere, especially for coop. Tips on how to site weapons, move together, and other minor hand-holding for new players might be a good idea.	8/26/2016 7:23 PM
265	Direct Communications and Radio Communications, I don't know if these two r in the game.	8/26/2016 7:20 PM
266	Small radio, that uses only 1 suply point and works like big radio, exept it cant be shot down, cant be used for artillery and not everyone can hear u (I dont even know if something like this was in WW2)	8/26/2016 7:18 PM
267	How officers and radios work.	8/26/2016 7:11 PM
268	Roles and relationships with the classes.	8/26/2016 7:08 PM
269	Giving ammo to other players Fallback points in co-op entrenchment How to use artillery and the effects of a radio	8/26/2016 7:05 PM
270	How to share ammo	8/26/2016 7:02 PM
271	There should be a tutorial video about artillery usage	8/26/2016 7:01 PM
272	Artillery feature	8/26/2016 6:53 PM

**Q19 (Optional) Do you have any ideas for new loading screen hints which other players might find useful?**

Answered: 201 Skipped: 612

#	Responses	Date
1	Use smoke/supress if you have an MG	9/16/2016 2:38 PM
2	Use Cover! Get to the point don't camp useless! Radios keep nearby ur Officer! They need ul	9/15/2016 12:05 PM
3	the radio gives assists right? that would be good to know for new players	9/15/2016 4:20 AM
4	A hint about how capping a point works, like, if there's an opposing player left, you can't cap it	9/14/2016 1:32 PM
5	artillery and radio use and weather or not the use of smoke is effective against bots	9/13/2016 2:57 PM
6	key binds.	9/13/2016 7:41 AM
7	I don't pay attention to them really. So if there isn't radio information in there, then that's a hint that is needed	9/12/2016 10:53 PM
8	That you can lean around corners and that people have to fall back in entrenchment scenarios to regroup/respawn dead teammates.	9/12/2016 6:02 PM
9	Tell them to focus on the objectives more!	9/12/2016 5:50 PM
10	fire support , radio information , how the waves work and tips to encourage teamplay when using all of the above	9/12/2016 5:50 PM
11	Aim down your weapon's sights when using artillery	9/12/2016 5:32 PM
12	Player hints or tips highlighted in a loading screen	9/11/2016 4:31 PM
13	Something along the lines of "Always focus on the objectives and not your K/D"	9/11/2016 6:37 AM
14	"War is like birth, keep pushing and eventually something good comes out." I think that quote accurately applies to stronghold.	9/10/2016 6:44 PM
15	If your playing as the German Class it should say: Hail Hitler! but of that's not allowed then it should say: Hail H.Y.D.R.A. or Cut of one head and to more shall take it's place	9/10/2016 12:42 PM
16	Fire Support Run Through, The importance of structured team play	9/10/2016 12:12 PM
17	Have hints overall that point out how to call artillery or spot enemies and all those goodies.	9/10/2016 10:06 AM
18	don't be support if you don't want the radio	9/9/2016 11:18 PM
19	"get to cover and wait for your team before assaulting a heavily fortified position." or something like that.	9/9/2016 7:03 PM
20	a smoke artillery barrage (if playing as the officer) can be very good wide-area cover for an advance.	9/9/2016 4:51 PM
21	If you are the last man alive, stop camping and at least try for an obj cap	9/9/2016 2:33 PM
22	Binding keys for artillery and smoke barrage	9/9/2016 2:33 PM
23	save your ammo. this is not a trigger happy game	9/9/2016 10:33 AM
24	More detail on arty and how to use it. The existing info is good but needs some tuning.	9/9/2016 8:23 AM
25	propaganda	9/9/2016 5:22 AM
26	specific info on the role of each class in a battle. and the role of each squad (assault/support)	9/9/2016 1:47 AM
27	more useful gameplays tips	9/8/2016 9:01 PM
28	Guidance on binding fire support to key bindings would be useful for new players.	9/8/2016 3:52 PM
29	When I used the officer for the first time, my artillery keys were not bind, so a good one would be, "As an officer you can call artillery strikes, remember to assign a key to them." or something of the sorts.	9/8/2016 10:26 AM
30	Tips for navigating maps, and proper cover tips. People underestimate teamwork. So to remind them would be helpful to other players.	9/8/2016 8:16 AM
31	Some Historical wikia would be nice. Historical information and some strategies that the players should apply in game, historical and technical infos about each gun	9/8/2016 7:56 AM
32	Something with about suppressing fire?	9/8/2016 6:18 AM
33	Some arts of the game	9/8/2016 5:52 AM
34	the importance of smoke grenades	9/8/2016 5:42 AM
35	SUPPRESSING FIRE!!!! For real though, most players don't seem to understand that shooting near an enemy is still helpful. This is especially crucial for machinegunners when trying to provide opportunities for a sniper to clear an area.	9/8/2016 3:52 AM
36	In cooperative, encourage fellow teammates to move up together to take an objective.	9/8/2016 3:46 AM
37	Anything I've listed above that can't be shown via some visual hint in-game, should be listed on loading screens.	9/8/2016 3:31 AM
38	Use your mouse to aim for the artillery, not your heart.	9/8/2016 3:29 AM
39	How to use officer commands. COMMUNICATE WITH THE TEAM.	9/8/2016 2:56 AM
40	Advice on the roles of weapons	9/8/2016 1:59 AM
41	How to use fire support	9/8/2016 1:58 AM
42	Use tips as an overlay when games are loading. Disappear when counter hits zero.	9/8/2016 1:30 AM
43	Hints about strategies or maybe some WW2 facts?	9/8/2016 1:09 AM
44	Dont run and gun	9/8/2016 12:51 AM

45	Tell them that they can turn auto deploy bipod when prone off because I didn't find out that was a thing until after 70 hours of insurgency and 51 hours of Day of Infamy lol. Thing's like that which are useful that people may not know would be great. For example not many people know that you can give others ammunition by pressing F if you share the same gun.	9/8/2016 12:31 AM
46	i find the info helpful, but it scrolls by too fast. (ex. i knew the bayonet took too, but i couldnt read fast enough to know that it only takes one in the back)	9/8/2016 12:01 AM
47	FOR THE LOVE OF GOD CHECK FOR A REGROUP The bots will always respawn you can snipe 100 guys and still not kill everything at that objective.	9/8/2016 12:00 AM
48	all good	9/7/2016 11:23 PM
49	Tips for calling in artillery. Also mention that tactical reloading in the game gives you an extra round to shoot. Not all games model this, and not all gamers may even realize that tactical reloads leave a cartridge in the chamber. Helps with weapons like the semi-auto rifles and pistols mainly.	9/7/2016 10:47 PM
50	Holding a explosive for too long is death, but holding the No.69 forever without exploding is nice :)	9/7/2016 10:37 PM
51	Recommending users to have a microphone to communicate and how radios work or how local voice over works in short or long distances.	9/7/2016 9:01 PM
52	TEAMWORK! and encourage support with radios to be close to Captains. Maybe highlight in character selection menu.	9/7/2016 8:52 PM
53	I haven't even read a single hint because I read too slow.	9/7/2016 8:49 PM
54	don't use a flame thrower in a confined space	9/7/2016 8:43 PM
55	The compass can be enabled in the options, I have it on all the time, it helps but most people probably don't even know about it.	9/7/2016 8:42 PM
56	Suppressive fire keeps the enemy's head down; shoot where you think they are, even if you can't see them.	9/7/2016 7:48 PM
57	you can hear guys coughing in smoke and make them think youre leet hax are == True	9/7/2016 7:36 PM
58	Images with captions showing how to perform certain actions as certain classes e.g. how to call in an artillery strike/smoke barrage as an Officer.	9/7/2016 7:25 PM
59	Cooking grenades and when to use smoke	9/7/2016 7:11 PM
60	Always make sure to check both corners before you enter a room. Always keep your eyes open. Not keeping your focus in the area will cause the enemy to ambush your entire squad without you even realising. Remember to use short controlled bursts when engaging enemies at a distance. It is important to assist your squadmates in any way. Help them fight off the enemy, give them some extra ammo or help them capture a point quicker. Make sure to stay away from grenades when you see one. You will never know when it is going to go off. Press and hold MOUSE2 when holding the grenade to keep your hand held to the safety lever. Press MOUSE1 anytime to cook the grenade off. The No. 36 Mills Bomb takes 3 seconds to detonate, the Mk2 Pineapple takes 4 seconds to detonate and the M24 Stielhandgranate takes 5 seconds to detonate. Keep this in mind.	9/7/2016 6:39 PM
61	It's Stronghold. Go to the objective, your kill count does not matter!	9/7/2016 6:33 PM
62	Quick hints and Tips also some historical facts to mix it up abit	9/7/2016 6:30 PM
63	Always have a base of fire when trying to advance.	9/7/2016 6:29 PM
64	Use the bazookas to break down the bunker doors	9/7/2016 6:20 PM
65	How to use fire support if you are an officer.	9/7/2016 6:17 PM
66	"Don't tk lol it's mean"	9/7/2016 6:13 PM
67	Use smoke for moving forward in open areas	9/7/2016 6:08 PM
68	"Best to suppress than not shoot at all."	9/7/2016 5:55 PM
69	Show controls on loading screen	9/3/2016 8:16 AM
70	Teamwork and communication is the key to winning the match (not sure if its already in the game though)	9/3/2016 12:16 AM
71	Maybe tactics in general most people probably don't want to die. Historical facts. some examples: Hints how to take and use cover effectively. Hints how to use smoke.	9/2/2016 12:26 AM
72	If there is no radio it is your duty to bring it with you.	9/1/2016 5:19 PM
73	Please make the fonts Bigger and change the font it self.	9/1/2016 2:09 PM
74	More focus on teamplay and Radio use in the loading screens	9/1/2016 10:59 AM
75	objectives are more important than kills	9/1/2016 4:46 AM
76	Pick up weapons on the ground when yours runs empty. Make sure to pay attention to who's still alive, in case you need to go back for reinforcements	8/31/2016 10:23 PM
77	Reminding people to play the game as a team and only as a team. Maybe a funny comparison what would've been in real life, if everyone just fought "for himself".	8/31/2016 9:43 PM
78	When in cover, load your rifle before the next firefight. Make sure you have a teammate covering you!	8/31/2016 8:46 PM
79	Tell the players how to use artillery... I had to consult a tutorial video on YT to learn it.	8/31/2016 6:47 PM
80	How to use artillery	8/31/2016 11:47 AM
81	Radio's make you capture points faster. Dear god if you're Officer find yourself a Radio-buddy and have them stick to you like gum, and spam the hell out of all your fire supports.	8/31/2016 7:52 AM
82	How to share ammunition, and call in an artillery strike!	8/31/2016 5:52 AM
83	-How calling in fire support works and the significance of radio kits. -How radio kits significantly increase capture points. -Semi mode on rifles is best for accuracy and saving ammo	8/30/2016 11:14 PM
84	Communicate with squad!	8/30/2016 4:57 PM
85	explain coop mode better many players have no clue how to play for team.... only stats	8/30/2016 1:29 AM
86	Artillery functions and team play!	8/29/2016 10:14 PM
87	microphone key binding	8/29/2016 9:31 PM

88	Do t worry about k/d, stay on the objective whenever possible	8/29/2016 5:55 PM
89	How to function artillery with radio tandem.	8/29/2016 4:28 PM
90	Arty point to where you want it to go	8/29/2016 4:25 PM
91	"Use your microphone - but not where enemies may also hear you!"	8/29/2016 1:31 PM
92	If a radio man is next to you as an officer aim in the general direction of targets for arty	8/29/2016 12:53 PM
93	the use of smoke arty if there isn't one? Make them more prominent on the screen?	8/29/2016 11:54 AM
94	Laying out more nuances of the game and keybindings for mounting machine guns, calling in artillery, etc.	8/29/2016 8:51 AM
95	Hint/Info for support players to stay close to officer with their radio.	8/29/2016 8:48 AM
96	Having important historical military events with date and small except. Not so much helpful, just more immersive and educational.	8/29/2016 8:29 AM
97	"Several classes may have access to the same weapon but certain ones require less supply points."	8/29/2016 4:10 AM
98	"Officers can direct the location of fire support by pointing in the desired direction." Or...something like that. Just make it frequent too.	8/29/2016 3:55 AM
99	if you get the stripper clip upgrade you cant reload 1 at a time slings are useful if you have a backup weapon but not otherwise flamethrowers kill in 1 hit but have a short range	8/29/2016 2:44 AM
100	fire support - radio man REQUIRED	8/28/2016 11:46 PM
101	The officer is suffering, someone get a radio already. And people that do get the radio, stop running away from the officer...	8/28/2016 9:03 PM
102	Don't run around like a headless chicken, cover is important for your life. Follow the officer when you have a radio since it can change the tide of the game.	8/28/2016 9:03 PM
103	Perhaps the name of an official youtube channel where players can watch tutorial videos of each game mode/player class in action?	8/28/2016 8:24 PM
104	- Radio players stick to your officer (so that the officer does not have to run to you) - There are waves - don't waste your lifes - Press middle mouse to deploy your bipod!	8/28/2016 8:12 PM
105	Shoot the flamethrower gas tank for BOOM.	8/28/2016 6:17 PM
106	fire support should be mentioned more frequently. ^^	8/28/2016 5:42 PM
107	How to use radio, where to place arty and smoke, what load out to select for certain situations	8/28/2016 4:06 PM
108	1st: Do not always reloa. The ammo does not refill the mags. 2nd: The gamemodes need more tutorials. Some people still ask and I have to look at the picture of the gamemode every time so that I dont get confused.	8/28/2016 3:42 PM
109	some tips how to use the combo arty + radio support should be written in the loading screen. and reminds teamplay is the key	8/28/2016 12:13 PM
110	Not that i can think of. All hints are decently explained currently	8/28/2016 11:05 AM
111	Teamwork	8/28/2016 9:28 AM
112	If you hold down the left mouse button after shooting sniper rifle you can wait to see your shot	8/28/2016 7:55 AM
113	"Aiming down your sights at the target while calling in artillery as an officer greatly increases the strikes' accuracy".	8/28/2016 6:21 AM
114	The flamethrower is more likely to kill you than anyone else.	8/28/2016 3:14 AM
115	Radio operation, the barrages, and their ups and downs. For example misplacing fire or placing it without communicating may get you team-killing your entire team.	8/27/2016 11:18 PM
116	tips about voice chat and radio	8/27/2016 10:54 PM
117	Either my idea from the previous question (radio/officer tips) or the availability of mods in the workshop!	8/27/2016 9:57 PM
118	Yes, hide when you hear cannons or the noise the nebelwerfers make, always hide, or youre gonna get killed everytime.	8/27/2016 8:10 PM
119	Assigned or Default 'Use Bayonet' key	8/27/2016 6:20 PM
120	see my previous answer	8/27/2016 4:52 PM
121	Use of artillery, the importance of radios, the Radio chatter being global and requiring a radio/ Local area chatter being small radius and could be heard by enemy team.	8/27/2016 4:02 PM
122	larger font, but i think you all notice that already	8/27/2016 3:43 PM
123	"Teamwork is key. Effective voice communication (default: K) can be the difference between losing or winning a match."	8/27/2016 2:50 PM
124	"Use the middle mouse button to deploy bipods." "Some weapons have subtle or not so subtle ways of displaying if the magazine is empty or not. Try paying attention to your weapon if you feel your bullet count is low."	8/27/2016 2:44 PM
125	No but I use the Medal Of Honor soundtrack music on it adds a touch of nostalgia	8/27/2016 12:47 PM
126	I would like to see hints encouraging players to try attacking different routes when one isn't working.	8/27/2016 12:05 PM
127	Fear the Artillery! A well placed Artillery projectile can kill you, even if you think you are well covered inside a building.	8/27/2016 11:32 AM
128	Tips on how to control recoil for certain guns.	8/27/2016 10:53 AM
129	After calling a smoke barrage, dont run after the first bomb has dropped.	8/27/2016 9:11 AM
130	maybe show the players key bidnings that aren't default?	8/27/2016 8:57 AM
131	Squad leading tips, or tips upon specific attachments in which way they may help	8/27/2016 7:09 AM
132	General tips that people may not know, like tips about how to push a point or advantages of working as a team etc.	8/27/2016 6:41 AM
133	If the mic use is always heard by enemies or not and how the officer class owrks	8/27/2016 6:19 AM
134	A reminder of the key to change fire mode, though it might be in there, I just don't remember seeing it.	8/27/2016 5:48 AM
135	-You can shoot radios off of people -If you pick up a weapon that uses the same ammo as yours, you can use that ammo in said weapon	8/27/2016 5:40 AM

136	Enemies can hear you, so be quiet.	8/27/2016 4:07 AM
137	How to utilize fire support, and suggested teamwork practices to help team dynamics for newer players	8/27/2016 4:04 AM
138	Telling players they need to clear out a cap to capture it completely.	8/27/2016 3:57 AM
139	explain how to use artillery / fire support	8/27/2016 3:16 AM
140	Mention which types of walls and objects can be shot through, and probably leaning for anyone that hasn't played a proper FPS.	8/27/2016 2:46 AM
141	When playing support always follow the CO around so ce han always request artillery.	8/27/2016 2:43 AM
142	Regular artillery isn't always the best solution to get past a defensive position, use the smoke artillery to move up as a team.	8/27/2016 2:38 AM
143	Artillery smoke barrages can not only provide cover, but they can can also double-back by blinding an enemy for a period of time when hit.	8/27/2016 2:03 AM
144	No but some higher resolution screenshots would be nice.	8/27/2016 2:03 AM
145	Move along the side of hills/ridges when possible, to avoid "skylining" yourself. (The loading screen hints could also be written in a bigger font, since they're kind of hard to notice right now.)	8/27/2016 1:58 AM
146	Take your time, patience can be more rewarding	8/27/2016 1:38 AM
147	It's not an idea with the loading screen, but an option to look at those hints in the settings could be helpful to new players.	8/27/2016 1:31 AM
148	Maybe excerpts from WW2 era training manuals that still apply to the in-game experience. Such as tactics or proper weapon usage (i.e short bursts).	8/27/2016 1:30 AM
149	Try not to sprint too much,taking your time might be the difference between life or death.	8/27/2016 1:23 AM
150	Stay as a team and coordinate attacks for the best chance of winning.	8/27/2016 1:16 AM
151	none, maybe make the text bigger though?	8/27/2016 1:05 AM
152	How to use the arty	8/27/2016 12:55 AM
153	Maybe about the how the radio works, artillery and so on.	8/27/2016 12:08 AM
154	Use the command menu as an officer to send fire support on the position you are looking.	8/27/2016 12:07 AM
155	expain that you can't take say point B is you don't have point c	8/26/2016 11:48 PM
156	A ranking of how the score is handled, e.g. high score gain = obj cap, low score gain = simple kill etc.	8/26/2016 11:44 PM
157	Officer features and direct chat usage prompts	8/26/2016 11:35 PM
158	If you have a radio, stick to your commanding officer- dont Leroy Jenkins	8/26/2016 11:30 PM
159	Hotkeys and other features, such as how to use the radio as an officer.	8/26/2016 11:25 PM
160	Don't under estimate the use of smoke grenades, if that isn't in the game already.	8/26/2016 11:01 PM
161	Radio usage	8/26/2016 10:50 PM
162	- "Remember, it's only a game" - "Kills are cool, but objectives are King!"	8/26/2016 10:32 PM
163	Weapon damage/range - comparison between rifles, etc	8/26/2016 10:18 PM
164	I think the ones now in game are very useful but i don't think a lot of people read them, i have had to tell many people how to throw grenades back at the enemy	8/26/2016 10:01 PM
165	probably to get to cover if artillery starts falling close.	8/26/2016 9:57 PM
166	How to carry out effective manoeuvres. How to command units as Officer/Infantry.	8/26/2016 9:43 PM
167	The importance of teamwork and smoke on dog red. Also artillery hints.	8/26/2016 9:38 PM
168	"If its a stupid idea but works, its not stupid" "When both sides are convinced they are about to lose, they're both right." "The important things are simple." "Don't look conspicuous, it draws fire." "Never draw fire, it makes everyone around you nervous." Can't think of any other quotes, Consult Murphy's law of War	8/26/2016 9:30 PM
169	Maybe show brief comparisons of weapons that are coming up in that map so that people can plan their load out.	8/26/2016 9:29 PM
170	Basics! Defend the point is being caped by going IN the point	8/26/2016 9:22 PM
171	Anything that would make people learn how to pick officer and support and stick together, and most important how necessary it is to use artillery support. And make those hints really stand out on the loading screen not just size 10 font in the corner.	8/26/2016 9:12 PM
172	"Rushing is not always best..." :)	8/26/2016 9:02 PM
173	How to call artillery	8/26/2016 8:56 PM
174	radio usage and fire support usage	8/26/2016 8:47 PM
175	nah	8/26/2016 8:43 PM
176	When playing the machinegunner, supression is key to staying alive for more than a minute	8/26/2016 8:36 PM
177	During sprint, you can slide if you hit crouch-mid run	8/26/2016 8:33 PM
178	History facts	8/26/2016 8:26 PM
179	Hotkey used for bayonet melee and setting up bipods.	8/26/2016 8:11 PM
180	TAP FIRE	8/26/2016 8:02 PM
181	Artillery	8/26/2016 8:01 PM
182	None at the moment	8/26/2016 8:00 PM
183	Use smoke grenade to cover your advance. You can't kill what you can't see !	8/26/2016 7:54 PM
184	Encourage the use of smoke and artillery	8/26/2016 7:54 PM
185	Reck the finking defenders hard and keep picking them off long enough to ensure that our objective is successfully captured. Another is that you can shoot through anything.	8/26/2016 7:52 PM

186	Stick together, you work more efficiently as a team.	8/26/2016 7:51 PM
187	Fire support, maybe have a loading screen with a quick run down of fire support and squad / game type rolls	8/26/2016 7:47 PM
188	Check your binds to insure commands can be issued with ease! (Don't forget, all radial menus have a "toggle" bind.) For those of you who like to get a better view of the situation before them, use fov_desired x in console to change your field-of-view! (Might wanna just put a slider in for this one.)	8/26/2016 7:43 PM
189	What the button is for the officer to call out support. Looking from above from the map of the game, what you gonna play. Hints that you can use the bipods of some machine guns on walls or the ground	8/26/2016 7:42 PM
190	Make loading screens that promotes teamwork	8/26/2016 7:40 PM
191	Use q and e to lean (if its not there already). Assign the artillery commands to buttons to get faster fire support and dont leave cover for so long.	8/26/2016 7:38 PM
192	N/A	8/26/2016 7:24 PM
193	I don't read them often and I don't know if you have it but tell people to throw some damn smoke on offense	8/26/2016 7:23 PM
194	Not particularly, but they can be shared better. Put them all on a website somewhere, allow people to submit and vote on new tips. Include video links to demonstrate abilities and tips to players perhaps. Better sharing of weapon differences and stats would be nice as well, something like "MG42 At A Glance" that explains the basic use, tactics, and stats of each weapon.	8/26/2016 7:23 PM
195	Hints r Good ( Keep The Loading Screen its perfect )	8/26/2016 7:20 PM
196	"Reloading a rifle grenade takes a time, so think better before loading it up" "Don't run too far, stay with your teammates. Alone in the battlefield- ain't a warrior" "Think before using artillery - it might hurt your team if used incorrectly"	8/26/2016 7:18 PM
197	there is have to be hint about artillery, because i call it to myself many times, before understood that i should to scope :)	8/26/2016 7:12 PM
198	When using WP grenades, use them to block off enemy entry ways, don't bloody throw them at your own team! Be slow and methodical.	8/26/2016 7:11 PM
199	Save your supply points for smokes over weapon attachments to ensure a team victory!	8/26/2016 7:05 PM
200	Machine gunners make easy targets for snipers, make sure you are in a good position.	8/26/2016 7:02 PM
201	Hmm 2 takns fighting	8/26/2016 6:48 PM

### Q20 (Optional) What sort of stats (if any) would you like to see displayed at the end of each round?

Answered: 266 Skipped: 547

#	Responses	Date
1	Want it to play like insurgency. And it does not. You need more ways to die visuals.	11/10/2016 1:52 AM
2	shots fired, MVP	9/29/2016 6:55 PM
3	Accuracy percentage, grenade kills	9/29/2016 4:03 AM
4	Most captured points (Players, will be motivated to capture more points) Most deaths (Hall of shame**) Something with Teamsupport (would increase Teamplay)	9/15/2016 12:05 PM
5	Fire support kills/assists	9/15/2016 4:20 AM
6	kda, shots fired, other munitions fired, enemies suppressed, you know, like in that really great game called insurgency, dunno if you ever heard of it :)	9/14/2016 1:32 PM
7	MVP, Insurgency Style	9/13/2016 2:57 PM
8	kd, points, shooting stats eg headshot, accuracy, shots taken.	9/13/2016 7:41 AM
9	Assists, and cap points. People focus to much on kills in games now a days!	9/12/2016 10:53 PM
10	longest sniper-shot, most kills with one artillery-strike, most teamkills with one artillery-strike	9/12/2016 6:02 PM
11	More objective scores (offensive/defended)	9/12/2016 5:50 PM
12	Average life length or time on capture points.	9/12/2016 5:32 PM
13	Hot map of team deaths and kills	9/12/2016 7:14 AM
14	Accuracy	9/12/2016 4:36 AM
15	kills, deaths, objectives captured, maybe time spent trying to capture the objective.	9/12/2016 2:58 AM
16	Shots Fired, Damage done, Damage Taken, objectives taken, Kills , Deaths, Assists	9/11/2016 4:31 PM
17	"most valuable soldier" -best overall match stats "most deadly soldier" -most kills "most killed soldier"-most deaths "the shame of the nation"-worst overall match stats	9/11/2016 6:25 AM
18	Headshots, grenade kills, melee kills, and objective captures/defense.	9/11/2016 1:24 AM
19	Stats are arbitrary in my opinion I would focus on larger aspects of this game first you already have the basic KDA as well as OBJ caps no need for anymore	9/10/2016 6:44 PM
20	Total Points, taken / defended Objectives	9/10/2016 3:18 PM
21	There should be a nemesis and owned system, like when you kill someone allot then you owned him and vice versa. My steam name is Luisthedog or goto <a href="http://steamcommunity.com/id/Luisthedog/">http://steamcommunity.com/id/Luisthedog/</a> if you want anything, I'm happy to help :)	9/10/2016 12:42 PM
22	Score, Points Captured, Ping	9/10/2016 10:06 AM
23	enemies suppressed rounds fired time on objective vs time alive	9/9/2016 11:18 PM

24	Most Valuable Player like in Insurgency	9/9/2016 10:53 PM
25	Same as insurgency, objective points and K/D	9/9/2016 4:55 PM
26	like insurgency has.	9/9/2016 4:51 PM
27	Time spent on Objective	9/9/2016 2:33 PM
28	radio call statistic, along with its effects (kills for artillery, or total amount of visible cover (smoke) for players / how many bots were tricked by it)	9/9/2016 10:40 AM
29	Similar to what you had in insurgency. No need for headshots, or anything like that. Kill, assist and death + cap and de-cap info.	9/9/2016 8:23 AM
30	best kill	9/9/2016 5:22 AM
31	Average life expectancy	9/9/2016 1:47 AM
32	same as insurgency	9/9/2016 12:00 AM
33	Targets suppressed like end round stats in Insurgency	9/8/2016 11:47 PM
34	my stats of the play (kills, deaths, weapon efficiency)	9/8/2016 9:01 PM
35	I would like to see how I got each kill, eg. You have X kills with grenades, X kills with primary, X kills from artillery strikes.	9/8/2016 10:26 AM
36	Average life time. Favorite weapon. Shots fired, maybe a visual table showing on average where you killed enemies. Like average your average bullet spray on enemies. Show a ragdoll with bullet holes showing where you mostly shot enemies? It would help teach better accuracy?	9/8/2016 8:16 AM
37	total casualties in battle on each side. Areas with highest percentage of deaths. A hero stats, with the best players as some distinguished soldier in the field of battle. Then the whole game stats with K/D ratio of each player and flags captured	9/8/2016 7:56 AM
38	Insurgency style top 3 players	9/8/2016 6:18 AM
39	KDR, number of shots, three best players in each team	9/8/2016 5:52 AM
40	the same stats screen as the end of round in Insurgency would be nice, maybe made to look different as to not feel like its cut and paste from Insurgency	9/8/2016 5:42 AM
41	something comical, e.g. "Most times killed by own artillery" or "Most times jumped"	9/8/2016 4:27 AM
42	Kills, deaths, assists	9/8/2016 4:19 AM
43	Accuracy (shots fired vs shots hit)	9/8/2016 3:52 AM
44	Kills, deaths, assists, objectives, and headshots.	9/8/2016 3:46 AM
45	Kill/Deaths/assist and point captures I think are more than enough	9/8/2016 3:38 AM
46	An MVP screen similar to what you see at the end of an "Insurgency" multiplayer round. Albeit with more info regarding both assist/objective points, and info on the 2 runners-up to MVP. This game is far more team oriented and the MVP screen should reflect that. Like maybe the MVPs' Avatars are shown, and just the names of the 2 runners-up. And below that maybe an award for the most assist/objective points.	9/8/2016 3:31 AM
47	Longest survival time.	9/8/2016 3:29 AM
48	Longest kill shot	9/8/2016 2:52 AM
49	At least MVP, like Insurgency.	9/8/2016 2:45 AM
50	Accuracy, time vs average time to complete	9/8/2016 1:59 AM
51	Shots fired, accuracy, k/d, obj time	9/8/2016 1:58 AM
52	Most/least accurate shooter (kills per shots fired)	9/8/2016 1:30 AM
53	Kill of the round / MVP	9/8/2016 1:09 AM
54	most kills/most accurate/least effective/etc Like in golden eye	9/8/2016 12:51 AM
55	standard score + k/d would be fine IMHO	9/8/2016 12:38 AM
56	It'd be funny to see most dishonorable players at the end of games. Other than that just show the best player from each team and make sure their avatar shows (when I play insurgency and I get top player sometimes my avatar doesn't show up).	9/8/2016 12:31 AM
57	How many regroups you have made. Shots fired.(would love to see how many rounds i waste) How many times the Bot "Obama" kills you (just because)	9/8/2016 12:00 AM
58	The only thing I'd suggest would be to somehow commend an officer for their helpful artillery or leadership skills to further implore players to take on the role, and take it seriously.	9/7/2016 11:38 PM
59	None	9/7/2016 11:23 PM
60	Most kills and most time on objective	9/7/2016 11:05 PM
61	Overall score. Everything else is fluff, really.	9/7/2016 10:47 PM
62	bullets fired, and bullets hit with accuracy percentage	9/7/2016 10:37 PM
63	number of kills by weapon	9/7/2016 10:05 PM
64	how many artillery was called for each team, that could be interesting.	9/7/2016 9:53 PM
65	Most points. k/d ratio. best player. most arty etc	9/7/2016 8:52 PM
66	How many times someone in PvP modes says "noob team" & similar phrases.	9/7/2016 8:49 PM
67	like Insurgency	9/7/2016 8:44 PM
68	kills, deaths, shots fired, time on objectives, headshots, melee kills, grenades shot/thrown	9/7/2016 8:43 PM
69	Smokes thrown, successful arty hits, most suppression, most played as support	9/7/2016 8:42 PM
70	Area defenses	9/7/2016 8:12 PM
71	People on the final cap, top 5 players on each team, inc k/d	9/7/2016 7:48 PM



72	show the mvp's of both teams like in insurgency	9/7/2016 7:45 PM
73	Enemies killed before dying. How long the player has stayed alive before dying. If player is leading the chart. Last one Alive <----- important.	9/7/2016 7:39 PM
74	all of them rounds fired, rounds hit, kill death assist, team kills, arty and smoke strikes called, grenades and smokes thrown - each type. class and weapon use and accuracy for each. how many times you spammed "Negative" on the comm rose	9/7/2016 7:36 PM
75	just who won.	9/7/2016 7:25 PM
76	Similar to what you implemented with Insurgency.	9/7/2016 7:25 PM
77	Grenade kills and special kills with artillery to make it clear what was your gun play and what was your tactics.	9/7/2016 7:11 PM
78	More the better.	9/7/2016 6:50 PM
79	Team damage	9/7/2016 6:47 PM
80	Kills, Assisted Kills, Deaths, Points Captured, Points Defended, Headshots, Melee Kills	9/7/2016 6:39 PM
81	Distance ran, Longest life, most rounds fired	9/7/2016 6:29 PM
82	MVP, K/D ratio, most kills for team, most taken objectives for team.	9/7/2016 6:17 PM
83	Best in round Achievements Most Kills Most Assists Best Accuracy Most Deaths	9/7/2016 6:14 PM
84	Insurgency stats screen is great.	9/7/2016 6:09 PM
85	Number of Helmets lost (Patton needs to know this). :) Amount of barrages both teams made?	9/7/2016 5:55 PM
86	k/d	9/7/2016 5:45 PM
87	Make it more like insurgency in terms of VIP	9/4/2016 9:02 PM
88	K/D	9/3/2016 8:16 AM
89	-kills -deaths -assists -melee kills	9/3/2016 12:46 AM
90	#A map with dots on casualties, to see what area were the most deadliest. #Most smoke used. #Most shots fired. #Least shots fired Usual stuff like k/d	9/2/2016 12:26 AM
91	offensive objective kills, defensive objective kills, number of regroupes triggered, artillery kills	9/1/2016 5:19 PM
92	Kills, Deaths, Point Captured / Objective completed, Time alive, Bullets fired, bullets on the target, MVP, Profile Picture, MVP Weapon	9/1/2016 2:09 PM
93	Kills, artillerie kills (seperate), objectives, longest live	9/1/2016 10:59 AM
94	MVP, player's accuracy, k/d ratio,	9/1/2016 4:46 AM
95	Same as Insurgency: MVP of the round as well as your personal stats for the round: kills, deaths, rounds fired, etc. I think it would be good to show accuracy too in the form of a percentage. A silhouette with varying degrees of shading on its body parts to show what parts of the enemies you hit the most would also be interesting.	8/31/2016 10:23 PM
96	Like in Team Fortress 2 the amount of time played on this map or class.	8/31/2016 9:43 PM
97	Most groin shots? (Take a look at how Medal of Honor Underground handled stats, look it up on YouTube)	8/31/2016 8:46 PM
98	The team MVP, similar to insurgency.	8/31/2016 5:52 AM
99	match time, time spent in objectives	8/31/2016 1:51 AM
100	Would be nice to have a MVP screen like in Insurgency	8/31/2016 1:28 AM
101	Who captured most points since it encourages people to play objective.	8/30/2016 11:14 PM
102	Team mates each person hit..	8/30/2016 10:28 PM
103	Ability to hover over names to display more fulsome stats including: accuracy, most used weapon (by time), time spent within ~20m of the objectives, kill streak	8/30/2016 7:01 PM
104	K-D-A, Objective Time, Weapon Accuracy	8/30/2016 4:57 PM
105	The team's MVP, the amount rounds fired, K/D ratio, similar to Insurgency.	8/30/2016 4:18 PM
106	Kills, deaths, assists, explosive kills, enemies suppressed, objectives taken,	8/30/2016 3:21 AM
107	MVP	8/30/2016 2:10 AM
108	as is kills deaths obj and maybe team wounding	8/30/2016 1:29 AM
109	Yes Please bring this back. MVP avatar encourages community	8/30/2016 1:03 AM
110	Kills should be secondary, teamplay should be rewarded	8/29/2016 10:14 PM
111	A Goldeneye style round ending. Gives you the top players and shows some achievements for the round like top accuracy, most kills, etc	8/29/2016 9:15 PM
112	No K/D, show kills, objectives	8/29/2016 5:55 PM
113	most caps and most cap defenses	8/29/2016 5:18 PM
114	Accuracy, distance traveled, k/d ratio	8/29/2016 4:28 PM
115	Assists if not already?	8/29/2016 4:25 PM
116	Most Valuable Players	8/29/2016 4:10 PM
117	K/D; Points; Captures	8/29/2016 12:53 PM
118	Player ranks and awards, other random stats that are unusual, such as someone shot 2000 rounds of ammo during play, funny unusual stuff	8/29/2016 12:32 PM
119	Most team points? 1 player caps? Definitely not k/d	8/29/2016 11:54 AM
120	MVP	8/29/2016 9:50 AM
121	I don't really feel the need for anything like that. If you were to implement something like that I'd suggest something akin to overwatch. I.E. "Amount of artillery called in as a engineer or officer" or "Time spent contesting objectives".	8/29/2016 8:51 AM

122	Accuracy, avg time alive points scored per class/team (if player swapped classes/teams during round).	8/29/2016 4:10 AM
123	amount of kills	8/29/2016 2:44 AM
124	Display similar to Insurgency round stat recap + MVP	8/29/2016 12:15 AM
125	hate stats	8/28/2016 11:46 PM
126	MVP	8/28/2016 11:42 PM
127	The MVP stat like in insurgency.	8/28/2016 9:03 PM
128	Just all the stats in Insurgency and maybe some other cool things like how many times your team called in fire support	8/28/2016 9:03 PM
129	We, (most Wolf ET players), don't need them at all, we just want to win the map every time. If I need to die in combat 20 times in order to win a map I'll do just that. Objective-based teamplay is our main focus at all times.	8/28/2016 8:24 PM
130	- detailed objective-data	8/28/2016 8:12 PM
131	Objective oriented stats. No K:D.	8/28/2016 6:39 PM
132	Amount of objectives completed/enemies suppressed.	8/28/2016 6:17 PM
133	K:A:D and objectives. also an mvp display like in insurgency would be cool.	8/28/2016 5:42 PM
134	DoI is not COD so that stats are not the best. K/D is maybe the worst. I like the way of points for doing objectives and players have 100 HP. How about a BF3/4/1 way where players only get the damage that they have done as points if the enemy dies (only)	8/28/2016 3:42 PM
135	Grenade Kills Diff weapon type used kills	8/28/2016 3:41 PM
136	no death stats ? it reduces the team element ? would be brilliant if you just got rid of deaths and only had kills and caps ?	8/28/2016 3:20 PM
137	who got the best score	8/28/2016 3:08 PM
138	Objective capping score (how long they were on it)	8/28/2016 12:24 PM
139	Most valuable player, for various stuff like most melee frags player, which player was the most helpful for obj , like insurgency but with some funny stuff like who was the player killed the most, time in aura ^^	8/28/2016 12:13 PM
140	The stats are very good to me at the moment	8/28/2016 11:05 AM
141	MVP	8/28/2016 9:28 AM
142	(Per Player) Accuracy % Most rounds fired Farthest distance traveled Longest time spent in one spot (Per team) Most played class Artillery strikes called in	8/28/2016 6:21 AM
143	Standart like a Insurgency	8/27/2016 11:36 PM
144	At the end of each round maybe more detailed stats like head-shot count etc etc.	8/27/2016 11:18 PM
145	Cooperative stats / teamwork points	8/27/2016 10:53 PM
146	I would like to see how much time I've spent capturing/defending objectives	8/27/2016 9:57 PM
147	The MVP. Is the only reason I have cute anime girls on my steam profile and you took it away. :((((	8/27/2016 8:33 PM
148	I love the shots fired per team and player Insurgency has, but i dont care about MVP, since its a team game MVPs should not matter.	8/27/2016 8:10 PM
149	Accuracy	8/27/2016 7:54 PM
150	Kills, Deaths, Assists, Spots. Try to encourage more teamspeak and teamwork by centering scoring around teamplay	8/27/2016 6:29 PM
151	Points captured, kills, deaths. Seperate the total points	8/27/2016 6:18 PM
152	Time on objective, kills, assists, longest shot, most times shot (purple heart award or something)	8/27/2016 5:55 PM
153	most valuable player, most valueable sniper etc	8/27/2016 5:10 PM
154	MVP stars, and global stats like numbers of kill, of death , of teamkills from all the players. And some funny fact like "player x has killed 3 guys with a grenade" or "player x burned to death 5 guys"....	8/27/2016 4:52 PM
155	Objectives Captured	8/27/2016 4:21 PM
156	Capture points taken Kills to Deaths per team / Damage taken Shots fired during round Most used weaponry	8/27/2016 4:18 PM
157	Something that emphasizes teamwork over KDA and ones will to bring team to victory at the cost of own KDA.	8/27/2016 4:02 PM
158	nan im cool with what we have now	8/27/2016 3:43 PM
159	I think that it's good as it is! But maybe go beyond and show k/d/r calculated for you? Not sure if that would be good or not.	8/27/2016 2:50 PM
160	Bullets shot would be funny to see as an MG	8/27/2016 2:44 PM
161	It would be fun to do a short list of stats that would be fun to know, such as who killed who the most, who was most accurate, who called in the most fire support, and who had the most objective points. It would be beneficial to usually include stats on fire support, as it would help clue in players who normally wouldn't know about it. While time restraints between rounds may make a more direct port unfeasible, I rather enjoyed the way Killing Floor 2 showed the stats at the end of the round.	8/27/2016 12:05 PM
162	ranks, mvp, random facts: "xyz killed 5 opponent using only 7 bullets" "zyx supressed 20 enemys using 1.014 rounds" "qwertz captured 3 all points and destroyed the radio" "bob jumped 34 times this round" ... ....	8/27/2016 11:32 AM
163	k.d.a ratio	8/27/2016 11:01 AM
164	Just keep them the same, stats aren't really needed.	8/27/2016 10:53 AM
165	Maybe just some stats for players that provide a support role.	8/27/2016 10:32 AM
166	Number of arty kills	8/27/2016 9:17 AM
167	Kill assists	8/27/2016 9:11 AM
168	how much dick was out of Harambe?	8/27/2016 8:57 AM
169	the number of suppressed enemies	8/27/2016 8:54 AM

170	Most bolt-action hipshots per team	8/27/2016 7:12 AM
171	Other than the K/D ratio, who was the Top squad leader, or best support, or best sniper.	8/27/2016 7:09 AM
172	Silly things e.g. CS:GO most suicides, most kills, most bayonet kills, most bazooka shots etc	8/27/2016 6:19 AM
173	Enemies suppressed...	8/27/2016 6:16 AM
174	Please dont make KD ratio trackable over a players career. It makes support players seem like poor players. Or if you do, go the battlefield rout and give credit to suppression etc. Maybe make Assists count as half kills to AD and suppression count as assists? I cant tell you how often I draw fire as an MG for the good of the team, knowing I'm hitting nothing at all but just drawing fire.	8/27/2016 5:48 AM
175	Kills, deaths, objective captures and objective times (when applicable).	8/27/2016 4:29 AM
176	Skill shot acknowledgement	8/27/2016 4:04 AM
177	What weapons I got kills with because it would be nice to see if my artillery barrage actually killed anyone or if my bazooka rockets did anything.	8/27/2016 4:04 AM
178	over all accuracy.	8/27/2016 3:57 AM
179	old score cards with mvp and equipment used	8/27/2016 3:47 AM
180	Team class statistics, times points were held or some other measure of objective score?	8/27/2016 2:46 AM
181	Headshots.	8/27/2016 2:43 AM
182	Best officer out of the two teams, most knife/bayonet kills.	8/27/2016 2:38 AM
183	Objectives captured/defended.	8/27/2016 2:33 AM
184	Shot landed to shots missed	8/27/2016 2:04 AM
185	enemies suppressed	8/27/2016 2:03 AM
186	The same ones as in Insurgency (if possible).	8/27/2016 1:58 AM
187	3 or 4 main stats like objectives kills deaths etc, also a load of interesting random ones like 'you ran the furthest in the match at 2.3km' or 'you held your melee weapon the longest' just for fun	8/27/2016 1:38 AM
188	Insurgency (Stand-alone) did post-match stats pretty well, so taking some inspiration from there would be good.	8/27/2016 1:30 AM
189	kills, deaths, shots fired, shots hit, headshots, assists, etc	8/27/2016 1:29 AM
190	MVP like from Insurgency, how long the defending team holds their ground in certain gamemodes, most effective officer (by artillery kills and smoke usage for base captures)	8/27/2016 1:16 AM
191	The exact same stats as Insurgency.	8/27/2016 1:08 AM
192	none	8/27/2016 1:05 AM
193	Ranking system	8/27/2016 12:55 AM
194	friendlys saved, objectives defended	8/27/2016 12:42 AM
195	A Top 3 most effective players list	8/27/2016 12:24 AM
196	most kills	8/27/2016 12:17 AM
197	kills, deaths, assists, artillery kills, obj captures, distance run, shots fired	8/27/2016 12:11 AM
198	I like it the way it is.	8/27/2016 12:08 AM
199	Most grenade kills, fire support kills, and shovel kills.	8/27/2016 12:07 AM
200	K/D Accuracy Headshots	8/26/2016 11:48 PM
201	I personally like the (maybe bugged) k/d reset on roundstart of Insurgency. This should be in DOI aswell (if not already). The score is fine though.	8/26/2016 11:44 PM
202	Like Team Fortress 2. Fires shot, assists, average time alive, etc.	8/26/2016 11:37 PM
203	"VIP" and Medals awarded to single players that qualified	8/26/2016 11:35 PM
204	Radio uses/artillery called Objective time	8/26/2016 11:30 PM
205	deaths for team, number of artillery used,	8/26/2016 11:27 PM
206	Teamwork score or something similar.	8/26/2016 11:25 PM
207	Just like on Insurgency, it could show the MVP	8/26/2016 11:20 PM
208	Doing something like what Overwatch does - i.e. player of the game would be good.	8/26/2016 11:17 PM
209	Farthest kill, most kills by one grenade?, most headshots, highest accuracy, Most assists, most kills (eg. the guys who were lucky enough to play MG42 on Dog Red), Longest kill streak, the player who spend the most time moving?.	8/26/2016 11:01 PM
210	Kills, Deaths, Assists and points scored	8/26/2016 10:50 PM
211	Round MVP. Personal stats (number of shots/number of kills/number of deaths/KDR, etc.)	8/26/2016 10:50 PM
212	Aside from KDR/accuracy, points captured would be cool. Maybe enemies suppressed, or "teammates saved" is someone was about to die and I killed the guy that was after him. Longest killstreak, longest life, average life. Maybe this can come in the form of medals as rewards or something, even if you just see them at the end of the match. Medal of Honor for MVP, distinguished service cross for most points, silver star for most kills, etc.	8/26/2016 10:35 PM
213	Same as insurgency is fine	8/26/2016 10:35 PM
214	- Most headshots - Most flamethrower kills - Longest distance kill - Amount of enemies suppressed - Amount of enemies killed by artillery - Most bayonet kills	8/26/2016 10:32 PM
215	K/D/A, objectives is enough. Some form of stats screen outside the game, showing detailed stats (map/gun performance, rank, etc.)	8/26/2016 10:18 PM
216	team work points and kill's and death's	8/26/2016 10:01 PM
217	MVP!	8/26/2016 9:58 PM
218	either most objective caps or most defends of an area(entrenchment)	8/26/2016 9:57 PM

219	Kills, deaths, assists.	8/26/2016 9:54 PM
220	like insurgency ... MVP, weapon stats, kills, etc.	8/26/2016 9:46 PM
221	Kills, Deaths, Accuracy, Favourite weapon, rank.	8/26/2016 9:43 PM
222	Which Team did win/lose and how many losses each side had, in my eyes nothing more, no mvp and.. think teamplay and objectives should stay in focus, not any stats who's better or not	8/26/2016 9:39 PM
223	MVP, rounds fired, and k/d. I think a lot of people would likely try to cap points more if they saw how much it can push up your score and get you that MVP stat.	8/26/2016 9:32 PM
224	You pretty much got everything	8/26/2016 9:30 PM
225	Friendly Fire incidents by player. Makes for some good laughs in co-op after a match	8/26/2016 9:29 PM
226	Kills, death, assists, and some sort of objective score.	8/26/2016 9:27 PM
227	Probably the same ones in shown in insurgency	8/26/2016 9:18 PM
228	Who reloads the most. Regarding how few hits it takes to drop somebody in this game, I've seen too many people die while reloading unnecessarily.	8/26/2016 9:16 PM
229	Effectiveness (on a scale 0 to 100 lets say) Basically make a hidden algorithm not known to the public that counts deaths, kills, cap time, defend, saving enemies, all the things that make a good player stand out overall and put it at the end as a simple Effectiveness stat.	8/26/2016 9:12 PM
230	Accuracy with bolt action rifles.	8/26/2016 9:07 PM
231	Minimize K:D, highlight game objectives, and extra points for team playing. There are plenty of K:D games and with rush, spray and pray practitioners out there...	8/26/2016 9:02 PM
232	i like the insurgency ending screen with the best player of each team very nice, it gives you some motivation to play better	8/26/2016 9:00 PM
233	Generic score list. (Score / kills / deads / objectives / etc.). Nothing fancy.	8/26/2016 8:54 PM
234	The same ones as insurgency would be fine	8/26/2016 8:53 PM
235	cooperative stats, more than just K/D	8/26/2016 8:47 PM
236	The current scoreboard stats are fine. Maybe Fire Support kills should be differentiated too.	8/26/2016 8:46 PM
237	Nothing	8/26/2016 8:44 PM
238	Suppressed ?	8/26/2016 8:43 PM
239	number of bullets, that you left in the bodies of your enemies. Direct hits	8/26/2016 8:36 PM
240	mvp and weapon stats	8/26/2016 8:34 PM
241	Scoreboard is fine enough I got nothing at this time.	8/26/2016 8:33 PM
242	Enemies suppressed.	8/26/2016 8:27 PM
243	Kills and objectives.	8/26/2016 8:19 PM
244	MVP!	8/26/2016 8:05 PM
245	Iron Cross recipient, Silver Star award winner, and (whatever Brits equivalent is) Sort of a MVP announcement showing gamer name and profile pic. I always loved how Insurgency showed the gamer pic at the end of a round.	8/26/2016 8:00 PM
246	Most accurate, best shooter, best support, the guy who capture the most points, best squad leader, best squad !	8/26/2016 7:54 PM
247	accuracy, k/d, headshots, suppression assists	8/26/2016 7:54 PM
248	MVP	8/26/2016 7:53 PM
249	Maybe a little statistic/trivial might pop up at the end of the match that would say, something like: "Within [Insert a cretin second] second, [this user] got the first kill." "[Insert a random number] got killed from an Artillery." "As the last man, [insert user] capped the objective and revived his entire team." "[insert user] got [insert a random number] headshot during this round." "[insert user] brought a knife/shovel/pickax to a fight." "[insert random number] got killed by a knife." "[Insert random number] rounds were fired at the end of the match."	8/26/2016 7:52 PM
250	Best sniper? Best officer? Best of any class?	8/26/2016 7:47 PM
251	Player Steam icons of both teams Top 3 Players similar to insurgency	8/26/2016 7:45 PM
252	Top two/three players of the hole game. Maby a execution part that the team who loses gets shot? Most grenade kills? Pistol kills? rifle kills?	8/26/2016 7:42 PM
253	Indifferent	8/26/2016 7:40 PM
254	Kills, captures, defenses, assists, deaths, class and ping. maybe accuracy in percentage and/or shots fired and hits.	8/26/2016 7:38 PM
255	Kill, Death, Score, Objectives, Name	8/26/2016 7:24 PM
256	Just like insurgency I'd like to see mvp on both sides and class specific stuff. Like MG would get mounted mg kills and engi would get flame thrower kills while officer would get Smoke barrages and Arty called ya feel?	8/26/2016 7:23 PM
257	Suppressions, time to take each objective, kills/deaths per objective. Looking to better show where teams did well, and where they struggled. Amount of artillery used, and other team-centric abilities to show overall team cohesion.	8/26/2016 7:23 PM
258	Most Valuable Player (MVP) Most Kills Most Melee Kills	8/26/2016 7:20 PM
259	Fix the god damn Stat display at the end of the mission/map. It doesn't appear for me and for the most of the players...	8/26/2016 7:18 PM
260	Most Valuabe Player Most Kills Most head shots Most Mlee kills Most Capture	8/26/2016 7:12 PM
261	it could be fine with insurgency style stats	8/26/2016 7:12 PM
262	MVP like Insurgency.	8/26/2016 7:11 PM
263	Same as Insurgency	8/26/2016 7:05 PM
264	Similiar to Insurgency, but show the "Top Teamplayer" next to MVP, Top Teamplayer would be awarded to those who supported their team the most either through suppressing enemies, using artillery etc.	8/26/2016 7:02 PM
265	Bullets fired, Artillery stats and mvp	8/26/2016 7:02 PM

266	K/D ratio, best player, similar to insurgency	8/26/2016 6:53 PM
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## Q21 (Optional) What are the main reasons you play Day of Infamy?

Answered: 510 Skipped: 303

#	Responses	Date
1	I'm already getting bored of it.	11/10/2016 1:53 AM
2	Currently, I'm trying it out, hoping for some upgrades in the future.	9/29/2016 6:58 PM
3	For fun and to play and coordinate with my friends.	9/29/2016 4:10 AM
4	You need skills to be good. If u suck in playing or have a bad day u will be not on top. If ur team is playing very well and do a lot of teamwork the enemy team has no chance to stand against u. I like especially that u can kill someone with one shot not like Battlefield shit u shoot in a damn hole magazin. And u have to play very carefully and clever if u don't want to die	9/15/2016 12:21 PM
5	Insurgency style game play crossed with DOD 1.3	9/15/2016 7:40 AM
6	Loved insurgency, love the constant updates and general awareness from NWI, needed something to play before sandstorm, few other shooters that are as brutal yet fun	9/15/2016 4:28 AM
7	It's rather realistic and fun to play. Just wish it were more popular and maybe had some more maps. LOVE that there are NO unlocks and that it's more like classic Medal of Honor and Call of Duty, not like the Modern Warfare crap.	9/14/2016 4:58 PM
8	it is fast paced, relatively realistic and tooooooons of fun. At the same time it has a nice difficulty and a great learning curve. I went from dying every 2 seconds to consistently being among the best players on the server just from studying the maps.	9/14/2016 1:38 PM
9	Its a WWII shooter. Insurgency is a great game so I have faith that New World Interactive will make Day of Infamy just a good. My friends and I really enjoy the cooperative modes.	9/14/2016 2:47 AM
10	Because it's a breath of fresh air for the FPS genera	9/13/2016 7:26 PM
11	LOVED insurgency, LOVED and Still play COD2	9/13/2016 2:58 PM
12	it is one of two ww2 fps' that i own, the first one I have purchased since DODs.	9/13/2016 7:47 AM
13	I love Tactical Realism and I love WW2. This hits the sweet spot right in between. Reminds me of the old modded server Call Of Duty days when Tactical Realism was just in the works.	9/13/2016 7:32 AM
14	Mostly due to the interest in WW2 games.	9/13/2016 3:45 AM
15	I a Huge ww2 buff, and I like playing co-op alot because I'm more of a chill gamer. Multiplayer gets to stressful alot of the times.	9/12/2016 10:57 PM
16	fun game play in the ww2 setting	9/12/2016 9:44 PM
17	I am really enjoyed Insurgency. Plus, I love WWII setting	9/12/2016 9:11 PM
18	Im really into WW2 So I bought the game asap. And so far I love it	9/12/2016 6:29 PM
19	The bots are surprisingly good and most of the times not unfair and it feels like Day of Defeat.	9/12/2016 6:10 PM
20	For fun, and WW2 game nostalgia	9/12/2016 5:53 PM
21	semi realism , visceral combat , high skill ceiling , FUN!	9/12/2016 5:52 PM
22	Second world war FPS	9/12/2016 5:47 PM
23	I played the mod on Insurgency and fell in love with it, the release brought a lot more players and gave me a good chance to play it again.	9/12/2016 5:43 PM
24	Old school WW2 FPS action without all of the silly 'Casino' feel and rank-up grind of other titles.	9/12/2016 4:15 PM
25	it's set in world war 2.	9/12/2016 3:58 PM
26	I like the unforgiving, realistic combat. Also, I just miss the WW2 shooter genre. Playing Day of Infamy brings back good memories of Metal of Honor, Call of Duty 2 and other classics of my youth.	9/12/2016 4:52 AM
27	i like the realism of the game. i like how guns will kill you pretty quick instead of having to pump 20 rounds in a guy just to kill them. i like the focus on teamwork	9/12/2016 3:00 AM
28	I like the way the game looks and plays, and a sense of patriotism and respect for each faction and side.	9/11/2016 6:00 PM
29	World War II Setting	9/11/2016 4:32 PM
30	Not a lot of WW2 shooters on the market anymore, especially not any GOOD ones. I also play because I trust the devs because you guys did such a great job with Insurgency and you guys update the game every couple of days, which is cool. One of the few early access games worth buying.	9/11/2016 6:41 AM
31	insurgency + Day of defeat = orgasm	9/11/2016 6:36 AM
32	The utter satisfaction of capturing objectives and successfully getting kills due to the amount of work needed to achieve the two. The balance between realism and actual fun gameplay is nice. The teamwork is also a plus, along with it being a solid WW2 game since people have been neglecting the WW2 market.	9/11/2016 1:41 AM
33	I liked insurgency, and I like WW2 fps games.	9/10/2016 7:27 PM
34	I love WW2 FPS.	9/10/2016 6:47 PM
35	Assessor to Day of Defeat: Source	9/10/2016 12:47 PM
36	(about the) Same realistic feel as Insurgency, WW2 FPS, fresh game with some great ideas and a tonne of potential	9/10/2016 12:18 PM
37	I am sick of playing Modern Shooters especially call of duty and battlefield	9/10/2016 10:10 AM
38	Like the teamwork involved.	9/10/2016 4:09 AM
39	I love the mod in Insurgency	9/10/2016 3:11 AM

40	Setting, Smooth Gameplay, 3D Voice Chat	9/9/2016 10:53 PM
41	It has a pretty good balance between arcade style shooters and simulation based shooters. I think it could use less people running around with automatic weapons, but it's pretty good.	9/9/2016 7:23 PM
42	slower and tactical gameplay with gritty atmosphere	9/9/2016 5:14 PM
43	NWI (great devs), also love WW2 era weapons.	9/9/2016 4:57 PM
44	I enjoy the WWII settings and lack of modern bullshit on the weapons	9/9/2016 4:56 PM
45	I love INS core gameplay and I love WWII games. Also no progression system!!!!!!!!!!!! I HATE progression systems in games. worst modern FPS trope. I appreciate all the guns/classes/attachments being available from the start in you games. I actually try everything out even when its unlocked from the start, so I dont know why devs thing a progression system will "encourage experimentation"	9/9/2016 2:40 PM
46	coop, coming from good insurgency experience	9/9/2016 10:42 AM
47	if you love authentic warfare and realism and get a thrill out of solid team tactics, this is the game for you	9/9/2016 10:35 AM
48	Old school feel with good gameplay. The feeling that this game is different than many of the "mainstream" FPS games. If the game becomes easier, faster and more simple I will quite playing and move back to the ARMA game series.	9/9/2016 8:30 AM
49	I love WW2 shooter games	9/9/2016 5:37 AM
50	because it involves teamwork and is very tacticle	9/9/2016 5:24 AM
51	realistic game play	9/9/2016 2:20 AM
52	One of the best WW2 shooters made in recent years.	9/9/2016 2:04 AM
53	To Play Nazi music in game and Motivate the team for Das fatherland.	9/9/2016 2:02 AM
54	Sheer awesomeness that is world wars	9/9/2016 12:29 AM
55	I like the "hardcore" feeling of the game like PR, ARMA, SQUAD. Blended well with arcade. It would be great with larger maps and "real" opportunities for attackers to attack from various ways	9/9/2016 12:26 AM
56	ww2 shooter using insurgency engine which is my favorite fps game engine at the moment	9/9/2016 12:05 AM
57	I love the gunplay and style of Insurgency and the historical period and weapons	9/8/2016 11:50 PM
58	real combat simulator, real wapons, reals scenarios, etc	9/8/2016 9:09 PM
59	Insurgency was realy cool i still play it today	9/8/2016 4:18 PM
60	WW2 Shooter Realism Short game times	9/8/2016 3:53 PM
61	Because it's a slower, thoughtful, semi-real tactical shooter. It experiments with original ideas while most FPS games have stagnated. Death is meaningful. Weapons are satisfying. Teamwork essential.	9/8/2016 2:10 PM
62	actually don't play any more	9/8/2016 11:22 AM
63	Simple FPS with the glorious WWII setting, and a teamwork driven game.	9/8/2016 10:34 AM
64	AI Bots, LAN support, Private Server Support.	9/8/2016 8:28 AM
65	I love and always loved WW2 shooters. And I admire the developers for making this game. I will always support NWI for those reasons.	9/8/2016 8:28 AM
66	Its a refreshing new ww2 title which promises a solid game like the ones of Day of Defeat franchise, with the realism of RO and Insurgency	9/8/2016 7:59 AM
67	Multiplayer fps without a heads up display (like insurgency). Like the fast paced gameplay. The iron sights add a challenge. Teamwork.	9/8/2016 6:24 AM
68	its an amazing game.	9/8/2016 6:22 AM
69	i love world war 2 FPS'. modern and futuristic styles are boring as hell these days imo	9/8/2016 6:13 AM
70	I love NWI for Insurgency. So I tried DoI. Wery good game for alpha. Do the same as you did and it will be great. PS sorry for my English. It is not my native	9/8/2016 5:55 AM
71	WW2 realism and teampay aspect	9/8/2016 5:44 AM
72	I have always loved history, and for what ever reason young me romanticized it, that and I have family roots in WW2.	9/8/2016 4:32 AM
73	It's intense and I love playing ww2 games :)	9/8/2016 4:20 AM
74	Insurgency was great, but insurgency with a Lee Enfield is the best! Really, I'm just tired of all the modern shooting games and i have longed for something reminiscent of the first 3 call of duty's (when they were still decent). DOI manages this with a refreshing new UI and great maps!	9/8/2016 3:58 AM
75	I've always wanted a game that did WWII right after seeing Saving Private Ryan. This game does it right, good job guys, keep improving it.	9/8/2016 3:49 AM
76	The tense, deadly, unassisted, analog combat that I loved in Insurgency is mated up with the very analog weaponry of WW2. And the iconic nature of the scenery, weapon look/sound, soldier look/sound(love the Deutsche being spoken sans-CC BTW...). The combination of these 2 things I KNEW would be a hit since modders first proposed it for Insurgency. Also, the way bullets sound pop and hiss when your'e being shot at, it adds a nervy terrifying aspect that most shooters' sound doesn't. Ditto for the way characters scream and curse when shot at, and the way they scream and moan in agony when sho/dying. This adds to the stomach turning tension this game offers. And lastly the added teamwork aspect has added a strategic dimension to this game that keeps even lop-sided matches enjoyable and playable.	9/8/2016 3:47 AM
77	I LOVE WW2 themed games.	9/8/2016 3:47 AM
78	I liked Insurgency and WW2 games, and this game combined both.	9/8/2016 3:37 AM
79	I liked Insurgency and hope it lives up to that game.	9/8/2016 3:16 AM
80	A fun WW2 shooter, with an emphasis on the importance on radio support	9/8/2016 3:15 AM
81	Amazing game that is a pile of DLC nonsense. Really reminds me of older games and good times.	9/8/2016 2:59 AM
82	It is like a new version of Day of Defeat which i played a ton of. the coop is majorly fun along with the MP	9/8/2016 2:53 AM

83	Long-time Insurgency player, enjoyed the original DOI mod, big fan of NWI, sizeable AUS community at Early Access.	9/8/2016 2:50 AM
84	I loved Insurgency and Day of Infamy looks like a promising fps	9/8/2016 2:25 AM
85	WW2 insurgency basically. would like if i diversified itself more from it though.	9/8/2016 2:02 AM
86	I like the feel of this FPS	9/8/2016 2:02 AM
87	WWII multiplayer. LOVE, LOVE, LOVE COOP MODE!	9/8/2016 1:33 AM
88	i like how the game is sort of linear in map design and sneaking feels more sneaky. most fps games just have a giant square of a map where you spawn anywhere and theres just obstacles of cover and line of sight breakers instead of feeling like a battle	9/8/2016 1:21 AM
89	For authentic WW2 hardcore experience.	9/8/2016 1:16 AM
90	WW2 and made by the same cool guys who made Insurgency.	9/8/2016 1:15 AM
91	I want to see a revival of WW2 shooters and I loved insurgency (original mod player here and I had the xfire page to prove it). DOI brings me back to when I used to play CoD 1, United Offensive, MoH Allied Assault, and Day of Defeat when I was younger.	9/8/2016 1:11 AM
92	Its a fun WWII game in 2016. Nothing much else	9/8/2016 12:54 AM
93	cause i liked insurgency so i thought this would be cool to, and i like ww2 games	9/8/2016 12:41 AM
94	I like WW2 FPS games	9/8/2016 12:39 AM
95	New World Interactive did great on their previous game, Insurgency, and I was really excited for the standalone Day of Infamy after extensively playing the mod.	9/8/2016 12:33 AM
96	Play with friends. good classic nazi killing action. i dont suck horrendously	9/8/2016 12:31 AM
97	My love for Day of Defeat and missing World War II combat	9/8/2016 12:10 AM
98	authentic weapons and attachments. realistic damage model.	9/8/2016 12:09 AM
99	I loved Day of Defeat and Call of Duty 1, when I heard that the Insurgency devs came out with a mod for their game set in world war two I felt the need to help out by playing and helping development in any way possible.	9/7/2016 11:56 PM
100	The lack of realism in fps shooters that are supposed take place in the real world bore me. This however, can deliver that exact sense like I've never experienced before, and it's exhilarating. Fantastic work NWI, this is an amazing game and I can't wait to see it's future unfold. :)	9/7/2016 11:53 PM
101	The awesome ww2 gameplay.	9/7/2016 11:25 PM
102	I LOVED the mod from insurgency and i LOVE insurgency so i got this game right when I had the money	9/7/2016 11:10 PM
103	Insurgency was a phenomenal game and I like to support you guys as developers	9/7/2016 11:02 PM
104	I liked Insurgency and I liked the WW2 games of yore.	9/7/2016 11:02 PM
105	For some reason the sound doesn't work in RO2/RS, so the only authentic WW2 game I can really play is DoI. Plus, I like this setting for a shooter anyway, especially since the AAA companies have made nothing but modern warfare games for about 10 years now (after everybody complained about there being too many WW2 games).	9/7/2016 10:53 PM
106	I like WWII shooters and DOI is a little faster paced than a super-realistic title but still has a lot of realism.	9/7/2016 10:35 PM
107	The realistic feel, and the teamwork based game modes.	9/7/2016 10:32 PM
108	Is a great WW2 game!! The weapons, the environment, the characters give a good feel about this game.	9/7/2016 10:22 PM
109	Realism, accurate weapon modelling.	9/7/2016 10:07 PM
110	To Support NWI (AS I Loved Issurgency) and for the realism within an arcade shooter (unlike arma/Squad)	9/7/2016 9:53 PM
111	I miss Day of Defeat & Day of Infamy is similar.	9/7/2016 9:13 PM
112	Having to use non modern weapons, the lesser use of scopes and being a WWII game that is not casual with a nice mix of fun and authentic gameplay.	9/7/2016 9:09 PM
113	Realism challenging WW2 theme	9/7/2016 8:55 PM
114	Love of WW2 and its history.	9/7/2016 8:51 PM
115	Mechanics similar to Insurgency	9/7/2016 8:48 PM
116	Closest thing to Day of Defeat	9/7/2016 8:45 PM
117	I'm looking for a realistic WW2 game	9/7/2016 8:45 PM
118	I'm a big fan of insurgency and ww2 so i like both the setting and the gameplay.	9/7/2016 8:38 PM
119	I grew up playing medal of honor and the first few COD games, then later fell in love with Day of Defeat, so Day of Infamy seemed right up my alley.	9/7/2016 8:25 PM
120	Its a fun ww2 game that isn't too arcadey.	9/7/2016 7:50 PM
121	I enjoy a classic style fps, and the world wars are the perfect setting for me.	9/7/2016 7:48 PM
122	newer World War 2 game without gimmicky promises "ahem" red orchestra 2 "ahem" Realistic damage model.	9/7/2016 7:46 PM
123	I liked Insurgency a lot. I liked Red Orchestra and other WWII games. I like Day of Infamy. I'd like a bit more tactical approach from the community, but the same could be said about Insurgency	9/7/2016 7:42 PM
124	Enjoy WW2 shooters. It has good singleplayer. Most shooters don't have at all or their bots are terrible. Your bots are great, although I'd like to be able to customize their skill so I can win once in a while.	9/7/2016 7:32 PM
125	I like the WW2 as a theater it is simpler and more tactical making more team play to be required and those playing understand this and work as such towards team play and communication. Also NWI has proven themselves with insurgency and further with this even early access being succesful and well made.	9/7/2016 7:17 PM
126	The period and very good gameplay.	9/7/2016 7:15 PM
127	I like the handling with the mouse and its a calling game	9/7/2016 7:11 PM
128	Because I felt like playing in a FPS set in the Second World War and that I feel like playing this game after playing Insurgency.	9/7/2016 6:40 PM
129	For A Authentic World War 2 Experience	9/7/2016 6:39 PM

130	I have always enjoyed World War 2 (weapons and scenarios). Weapons feel great and that I do not have to play against other players and instead play with.	9/7/2016 6:36 PM
131	WW2 Buff and Loved Insurgency.	9/7/2016 6:31 PM
132	It is a game that closely resembles Day of Defeat and Call of Duty 2, games which I have enjoyed due to their simplicity and reliability on player skill (no perks, killstreaks, etc).	9/7/2016 6:25 PM
133	WWII gameplay. Fun to play with friends. Very team oriented game, hard to win without teamwork. Somewhat more realistic gameplay than other FPS games.	9/7/2016 6:22 PM
134	I enjoyed Insurgency a lot and I needed a good WW2 shooter again.	9/7/2016 6:21 PM
135	It has a Co-Op mode small teams Game modes setting	9/7/2016 6:20 PM
136	Because I enjoyed insurgency and the doi mod and new world interactive deserves it	9/7/2016 6:15 PM
137	It's a fasy game, only multiplayer and no history, perfect for when you don't have so much time to play, also the team work, the weapons, maps,...	9/7/2016 6:10 PM
138	Insurgency and Day of Defeat are easily my favourite FPS games and DoI feels like both combined.	9/7/2016 6:10 PM
139	Cause it's Day of Defeat 2 to me.	9/7/2016 5:59 PM
140	I liked insuregency and this game is very similar , and it's set in ww2	9/7/2016 5:54 PM
141	An exciting, challenging co-op game to play with my friends. Also has a solid versus multiplayer as well.	9/7/2016 5:54 PM
142	ww2 game	9/7/2016 5:50 PM
143	Realism, and teamwork.	9/7/2016 5:34 PM
144	Friends, unit.	9/7/2016 3:56 AM
145	WWII shooter, no upgrades to weapons	9/4/2016 9:02 PM
146	I loved Both the insurgency games	9/3/2016 8:17 AM
147	to set stab em and set em on fire	9/3/2016 12:48 AM
148	Because i like the hardcore WW2 setting	9/3/2016 12:20 AM
149	Me and my friends have a realism unit in Day of Defeat: Source, and when we saw that people were developing a possible some what sequel to the game, we got excited. So we waited for the game to come out and we are now in the deciding phase of whether we should move to DoI or not, there are 100+ of us! Main reason stopping us from going there right now is performance issues, but me personally. I love WW2 shooters, I just love the genre so much! And I also love the Insurgency engine. Looks beautiful! :)	9/2/2016 11:05 PM
150	LOVED DoD, played it religiously. 3.1, retail, Source, all of it. DoI hits that sweet spot. I have logged 30+ hours since picking it up. Also, love proximity radio chat as a gameplay function	9/2/2016 4:51 AM
151	Im very interested in ww2 in general, and this game seemed interesting so I picked it up (thanks for the discount for us insurgency owners) and I enjoy to play tactical shooters. Also the game seem to actually be worked on by people that care.	9/2/2016 1:48 AM
152	1. It reminds me of Battlefield 1942 (as I remember it, not as it is minus the vehicles). 2. I love coop games and Insurgency and DoI are ones that require strangers to open their mouth and communicate in order to beat those bots. I love the feeling when everyone is working together to achieve victory. 3. The gun play. CoD is too much of an arcade shooter for me. Battlefield used to be my true love but nowadays it has also become too arcade. There is nothing bad in instant action gamemodes ( which I hope some will come up for DoI too) but when I am playing a shooter that looks similar to real life I want the bullets to hurt and not be like air soft guns. I love the gunplay SO MUCH. When I want arcade I go play some Overwatch.	9/1/2016 5:49 PM
153	Realism, I'm a fan of Insurgency, WW2	9/1/2016 3:27 PM
154	Rush and realism mashed so godly like into the game	9/1/2016 2:12 PM
155	I Love insurgency, and i am a huge World War 2 enthusiast, so i played the doi mod and Always hoped for this game.	9/1/2016 11:03 AM
156	I'm a huge fan of Day of Defeat. I love DoI's Coop and Singleplayer modes since they are challenging and fun. The bots are very good.	9/1/2016 9:29 AM
157	I enjoy realistic fps's over arcade shooters	9/1/2016 5:55 AM
158	its fun and I can run it on my potato	9/1/2016 4:49 AM
159	I grew up playing HL1, CS, DOD, and RO. These are the kinds of FPS games I love. I feel like this is taking those games and bringing them into a more modern and intense form. The world needs more morden WW2 shooters.	9/1/2016 3:34 AM
160	I loved the DOI mod and Insurgency as well as the WW2 setting.	8/31/2016 11:30 PM
161	- It's difficult - Level design is top notch - Period correct gear - I love Insurgency and how this game is similar, but different	8/31/2016 10:30 PM
162	Atmosphere and the time setting. But as of now it has to improve a lot (obviously).	8/31/2016 9:49 PM
163	It reminds me of the original Day of Defeat. And I like ww2 fps games	8/31/2016 9:04 PM
164	I enjoy WW2 shooters, and I am a fan of NWI.	8/31/2016 8:52 PM
165	Because of its fun but realistic, gritty, immersive gameplay	8/31/2016 8:10 PM
166	Its the only ww2 shooter I like.	8/31/2016 6:57 PM
167	Setting. Realism.	8/31/2016 6:52 PM
168	I absolutely loved Medal of Honor Allied Assault back in the day and your game comes damn near close to replicating that experience. Its an absolute nostalgia trip.	8/31/2016 3:37 PM
169	nostalgia for MoH and CoD, feels just like those games	8/31/2016 3:12 PM
170	I like that the game is similar to older ww2 games like Day of Defeat 1.3 in that it is SKILL based, and does not have any perk systems, and other unnecessary things.	8/31/2016 11:59 AM
171	Easy to jump into Its like Insurgency; which is like counter-strike for grownups. It has all the realism features (bullet drop, positional voip etc) in an easy to pick up and play game.	8/31/2016 8:32 AM



172	My first FPS was Day of Defeat and I enjoyed it immensely, nowadays one of my preferred FPS' is Insurgency, so when Day of Infamy came out I became pretty excited.	8/31/2016 7:57 AM
173	I enjoy realistic tactical shooters.	8/31/2016 6:02 AM
174	I really enjoyed playing it in the mod for Insurgency. I thought this game would have more to offer. (And it does!)	8/31/2016 5:58 AM
175	I like its just you and the gun between opponents. Fast paced and no vehicles. All about flanking and aim.	8/30/2016 11:20 PM
176	Played a lot of CS:Go and they started playing this so I bought it and fell in love with it	8/30/2016 10:31 PM
177	Realism Immersion	8/30/2016 10:02 PM
178	The market has drastically shifted away from WW2 FPS'. I love WW2 history, and have greatly missed the era. The gameplay is amazing and the game as a whole is amazing. Please keep up the great work.	8/30/2016 10:02 PM
179	I like world war era games, generally. I'm a skilled fps player so I enjoy games which require mechanical skill to excel rather than RNG and luck, or gimmicky skills.	8/30/2016 7:12 PM
180	Reminds me of some great times I had with Day of Defeat. No progression system, no unlockables, everything available from the start. So refreshing in todays gaming industry which seems to be all about "grindy" progression elements.	8/30/2016 6:46 PM
181	My first online fps experience was Medal of Honor, knew Insurgency was a good game, could only get better with a WW2 setting.	8/30/2016 5:10 PM
182	I LOVE Insurgency, and it kind of feels like a WW2 Insurgency. Insurgency is still much better though.	8/30/2016 7:43 AM
183	I love the style of gameplay it has.	8/30/2016 3:23 AM
184	- Twitch but still realistic gameplay - At times very immersive - No perks, no unlocks, no ridiculous skins - WW2 scenario	8/30/2016 2:28 AM
185	Its great fun	8/30/2016 1:34 AM
186	Insurgency style gameplay	8/30/2016 1:34 AM
187	It is fun and fast paced.	8/29/2016 10:52 PM
188	Skill based!	8/29/2016 10:19 PM
189	Because I love Insurgency	8/29/2016 9:33 PM
190	I have been waiting for WW2 games to come back and this one is challenging yet fun.	8/29/2016 9:25 PM
191	No bullet sponges, More depth than DoD	8/29/2016 7:23 PM
192	WW2, intensity, thrilling	8/29/2016 6:39 PM
193	To play a fun, objective focused game	8/29/2016 5:58 PM
194	I really like Insurgency, but missed the DoD maps/weapons	8/29/2016 5:24 PM
195	WW2 setting, historical interest, range of new/alternate theaters Eg. Italy.	8/29/2016 4:31 PM
196	Fun tactical slow paced hard-core shooter it doesn't require a lot of 'skill' just the simple recoil control and map knowledge makes it fun for me :D	8/29/2016 4:30 PM
197	The WWII setting and the fact it is a game by the makers of Insurgency (which enjoy a lot).	8/29/2016 4:12 PM
198	Enjoy hardcore fast paced shooters	8/29/2016 1:34 PM
199	loved Insurgency mod one of the best ww2 shooters today	8/29/2016 12:55 PM
200	Affordable, shooting nazis never gets old, no pissfarting about with leveling up to unlock stuff, its a throwback to when games were good, no spaceweapons n lasers, it will be even more balanced as you improve it over time, mod support and community. Best game released in ages	8/29/2016 12:38 PM
201	I like WWII FPS games	8/29/2016 12:03 PM
202	Big DOD and RO2 player. I enjoy 30 mins of play without worrying about progression/long games/microtransactions.	8/29/2016 12:03 PM
203	It is a simple yet realistic World War 2 FPS. It's very fun and keeps you wanting to play more. The game has alot of potential and gets regularly updated with new great stuff even further making the game amazing.	8/29/2016 10:13 AM
204	I love WW2 based fps games.	8/29/2016 9:53 AM
205	There are few quality ww2 fps games in the market right now and having a title that can cater to fans of arcade semi-realistic shooters is fantastic. More importantly the amount of time one spends in a match isn't too short or too long so as I said before, it fulfills the needs of both casual and hardcore players.	8/29/2016 9:05 AM
206	It's a WWII shooter! Great and simple mechanics. It is not complicated, nice graphics, great flamethrower, ruined towns, urban battles, soldiers are screaming and it's a WWII shooter!	8/29/2016 9:03 AM
207	As a Veteran I can use the tactics I've learned, help friends with them, and enjoy a deep sense of comradery that is rare to find with other games/concepts.	8/29/2016 8:43 AM
208	Like vidya games	8/29/2016 5:02 AM
209	I loved INS and DoD. Based on how good INS is, NWI is unlikely to screw DoI up as Valve did with DoD: Source.	8/29/2016 4:24 AM
210	ex-DoD player	8/29/2016 3:52 AM
211	i love the ww2 setting plus the realism of the game	8/29/2016 2:49 AM
212	I love the tactical feel and intensity that the game offers to me and I love the WW2 time period.	8/29/2016 2:38 AM
213	I played Day of Defeat years ago and this game looked like an update	8/29/2016 2:23 AM
214	It was an excellent mod in Insurgency and is more suited to it's era on the standalone platform	8/29/2016 12:30 AM
215	No HUD, enemies aren't bullet sponges, historical accuracy, community tends to value teamwork	8/29/2016 12:19 AM
216	i liked cod 2 and I semi enjoyed insurgency	8/28/2016 11:49 PM
217	It's very fun and I enjoy the realism of the game.	8/28/2016 11:43 PM
218	Because I like realistic games, such as one shot kills or very similar, it makes the game very competitive and enjoyable.	8/28/2016 11:20 PM

219	I like the gameplay, it's like insurgency but fire support theoretically makes it more team/objective oriented.	8/28/2016 9:54 PM
220	it is a ww2 game and not some futuristic combat game like nowadays.	8/28/2016 9:36 PM
221	Well I was looking for an FPS to play through summer and this was really a cool breeze for me. I loved and still play Insurgency but I missed WW2 so much I just jumped into it and have been enjoying it so far with its bare bones.	8/28/2016 9:14 PM
222	You encourage genuine objective-based teamplay, set in the WW2 era. This is very rare nowadays, where the focus of game devs always seems to be on the rifle-wielding, k/d-loving stat whore.	8/28/2016 8:49 PM
223	I like the slower pace than in insurgency which gives better firefights, also less snipers. You could basically slab a scope on most rifles and snipe in Insurgency.	8/28/2016 8:28 PM
224	- Because it is oldschool in the right way. I loved DoD and DoD:S. Were my favorite games. - Because it has no progression, no grind, no microtransactions. No Level-Up or Points needed for complete content. - Because it is difficult and you have to learn or you die. In the old days we were used to frustration in gaming! - Challenging gameplay! - Cool maps (please include dod: donner, ramelle, flugplatz, anzio, avalanche, kalt. thx ;) )	8/28/2016 8:24 PM
225	Realism and skill based combat- I love ww2 and this is the best game entry since mohaa	8/28/2016 7:24 PM
226	I miss the setting and more skill oriented fps without the need to unlock everything.	8/28/2016 6:50 PM
227	I love Insurgency and playing Insurgency in a WW2 setting is quite fun. Also I am sick of fighting arabs lol	8/28/2016 6:20 PM
228	Good balance between realism and enjoyable gameplay. tactical multiplayer battles which can feel very intense if there are two good teams.	8/28/2016 5:47 PM
229	It is fun. I like WW2 games, and to play as German.	8/28/2016 4:57 PM
230	A new WWII shooter.	8/28/2016 4:10 PM
231	Challenge	8/28/2016 4:05 PM
232	Cool WWII era with good teamwork involved. Also is a hardcore shooter.	8/28/2016 4:02 PM
233	It is not COD and the community doesn't rush like destroying game modes with playing it the TDM way.	8/28/2016 3:49 PM
234	I like to enjoy the WW2 atmosphere	8/28/2016 3:43 PM
235	Fun , historical element !	8/28/2016 3:20 PM
236	It's a fun WW2 shooter.	8/28/2016 3:13 PM
237	fun and WW2	8/28/2016 3:10 PM
238	Because I loved Insurgency and I trusted NWI to make a good game.	8/28/2016 12:33 PM
239	because i love insurgency setting , and love ww2, and the arty + combo is really nice.	8/28/2016 12:18 PM
240	It's reminds me of old school Day of Defeat back in 2002 :)	8/28/2016 11:11 AM
241	I love insurgency and I wanted a ww2 game so this was a must buy. Having loads of fun so far and i trust and have faith in New World Interactive.	8/28/2016 10:45 AM
242	fun, immersion, historical interest	8/28/2016 10:39 AM
243	World war theme, realism without being too realistic yet its not too casual either like other fps game on the market eg. CS:GO	8/28/2016 9:42 AM
244	I loved call of duty and I like gritty fps games	8/28/2016 8:53 AM
245	For enjoyment	8/28/2016 7:58 AM
246	I like historical shooters	8/28/2016 7:10 AM
247	It is the best WWII shooter on the market.	8/28/2016 6:35 AM
248	Similar to DOD 1.3	8/28/2016 6:16 AM
249	I am a fan of Insurgency and NWI.	8/28/2016 3:53 AM
250	LOVE WW2 and relieve day of defeat days	8/28/2016 3:34 AM
251	I enjoyed insurgency and I also like WW2 shooters.	8/28/2016 3:15 AM
252	lack of WW2 shooters on market currently	8/27/2016 11:53 PM
253	WW2 Setting with Mechanic from Insurgency(Sorry for my english)	8/27/2016 11:38 PM
254	The balance between realism and arcade, but in a WW2 setting. It's also the closest thing we've gotten to Day of Defeat in a loooong time. It's true that the WW2 setting for games was overdone but it's been a few years and many would like to see a return of it.	8/27/2016 11:37 PM
255	WW2 theme; realism.	8/27/2016 11:08 PM
256	Tension, semi-realism, teamwork	8/27/2016 11:06 PM
257	hate futuristic shooters, lack of WW2 games.	8/27/2016 10:56 PM
258	Having played a lot of insurgency	8/27/2016 10:47 PM
259	I owned Insurgency and played the DoI mod for Insurgency. Couldn't miss it when I heard NWI was making it a full game.	8/27/2016 10:41 PM
260	Incredible sound and grittiness. True cinematic WW2 feel.	8/27/2016 10:28 PM
261	Most of the players are adult, reasonable players who won't scream some shit into voice chat or troll. I also like how you have to play smart to stay alive unlike in Battlefield where you can tank 10 shots and regenerate back to full health after waiting 2 seconds. I've just got enough of arcade shooters that just try to attract 8 year old kids and this game is a breath of fresh air, especially the focus on objectives.	8/27/2016 10:06 PM
262	Friends	8/27/2016 9:19 PM
263	Good coop and challenging gameplay. And mikke... <3	8/27/2016 8:35 PM
264	I love WWII infantry combat, and i used to play Insurgency, so im kinda familiar with this type of game, and i love it, its a realistic shooter with not so many useless details, and not so slow paced as some other realistic fps.	8/27/2016 8:26 PM
265	its the better ww2 shooter than any other	8/27/2016 8:23 PM

266	Its Insurgency in WWII with a hint of DoD. Plus its a nice throw back to the WWII craze of the early 2000's. Sometimes you want a break from tacticool (even though I love it). Oh, and it fills a void that DoD:S didn't quite deliver.	8/27/2016 7:59 PM
267	Realistic WWII FPS with better mechanics and gameplay than RO2	8/27/2016 7:57 PM
268	This is one of the few world war 2 multiplayer game that have people playing it	8/27/2016 7:53 PM
269	I really like ww2 games, and i seen this one pretty good.	8/27/2016 6:51 PM
270	I enjoyed Red Orchestra, but I wanted a slightly faster pace of gameplay.	8/27/2016 6:32 PM
271	I enjoy Insurgency a great deal and I would love to have a WW2 game that operates under a similar scope. Also, the value and quality of both of these titles, it was an easy choice to support the development team (despite DoE's pre-release status). Keep up the stellar work!	8/27/2016 6:28 PM
272	Realism	8/27/2016 6:23 PM
273	Was looking for a good new fps and Ww2 is awesome	8/27/2016 6:00 PM
274	No other ww2 western front games popular right now, and i liked insurgency.	8/27/2016 5:59 PM
275	Teamwork making it a lof of fun.	8/27/2016 5:31 PM
276	i play it because of my love for ww2 games	8/27/2016 5:11 PM
277	its insurgency like, one bullet to kill someone, no useless thing on the screens etc.. its mor "realistic"	8/27/2016 4:57 PM
278	Nostalgia. I've been missing a good, modern, WW2 FPS with old style game play--(like COD, COD 2)	8/27/2016 4:49 PM
279	It's fucking fun as hell	8/27/2016 4:24 PM
280	Huge war game fan. Love the teamwork aspect of the game.	8/27/2016 4:20 PM
281	I've seen what NWI did to Insurgency from closed pre-EA steam beta and throu multiplae big game updates, which made it one of my favorite game of all time. It gave me big trust on DOI despite initial discontent with the bare bones game and placeholder content that made it look like a half-assed attempt to sell a mod. I was wrong, I see the progress with my own eyes and now I'm very eager to see what NWI brings next! Also workshop support please, this adds so much to the game.	8/27/2016 4:14 PM
282	Nostalgia	8/27/2016 4:10 PM
283	I love it's realistic gameplay and want to support you guys.	8/27/2016 3:49 PM
284	I enjoyed Insurgency a great deal and was excited to see how NWI could adapt the experience to a WWII setting.	8/27/2016 3:46 PM
285	Its everything I liked about Insurgency but in a different setting	8/27/2016 3:27 PM
286	I don't have anything really to do, and Day of Infamy has given me something very enjoyable to do on my (all too abundant) free time.	8/27/2016 2:55 PM
287	Because of your reliability, knowing you completed insurgency, and having played insurgency, knowing generally how day of infamy will be. I also like WWII themes.	8/27/2016 2:53 PM
288	Like WW2 setting and love insurgency	8/27/2016 2:32 PM
289	Enjoy realistic shooters and want to support this Dev.	8/27/2016 2:22 PM
290	Cooperation with friends.	8/27/2016 1:58 PM
291	WW2, Realistic shooter	8/27/2016 1:33 PM
292	World War 2 Is my life and love (history wise)	8/27/2016 12:51 PM
293	It is a good nostalgia trip back to the years where World War 2 games were more popular, and due to the time period and setting, it provides a much different pacing compared to games that take place in more modern and futuristic settings. The period and setting I find are helpful in creating distinct ranges and engagement zones between weapons. Where one weapon might have an advantage, the game balancing doesn't rule out a player's ability in allowing them to overcome a disadvantage in the proper circumstances.	8/27/2016 12:41 PM
294	ww2, lack of other great ww2 fps, possibility of csgo like mm, i owed nwi money from buying ins on sale,	8/27/2016 12:25 PM
295	Realistic WW2 fps, which is my fave type of game	8/27/2016 11:42 AM
296	I like world war 2 hardcore gameplay mechanism	8/27/2016 11:05 AM
297	Quite easy to get into	8/27/2016 10:59 AM
298	It's a World War II game, and I'm a massive fan of that sort of era, takes a break from my futuristic games.	8/27/2016 10:55 AM
299	II WW games are the best fps. It's like COD or DOD. Best shooters ever made	8/27/2016 10:42 AM
300	Fun. Challenging.	8/27/2016 10:36 AM
301	Insurgency was the perfect FPS	8/27/2016 10:31 AM
302	I enjoy the setting an the gameplay	8/27/2016 10:25 AM
303	1.Gun play 2.Multiplayer	8/27/2016 9:48 AM
304	I love DoD:S and this game is like the remake of it. Has great potential, developers are working on improving the game, and the game is getting a great community of people who played or play DoD:S and I can meet lot of my old friends who stopped playing DoD:S because of the game graphics, because this one is beautiful+Perfect WW2 game.	8/27/2016 9:17 AM
305	It's a very enjoyable game, I enjoy playing with people that use strategy and proper command and control to win objectives	8/27/2016 9:17 AM
306	Love the WW2 setting, satisfying gunplay (though sounds could be a bit snappier).	8/27/2016 9:15 AM
307	german wwii	8/27/2016 9:00 AM
308	tight fun realistic FPS WWII gameplay	8/27/2016 9:00 AM
309	my PC isn't enough good to play RO2	8/27/2016 8:55 AM
310	Played alot of Insurgency, and Day of Infamy feels similar. I like the feel of the more slower paced gameplay.	8/27/2016 7:21 AM
311	My great time with insurgency with its game play mechanics and its display of a realistic tactical shooter. As well as the teamwork used within the game.	8/27/2016 7:15 AM
312	Played Insurgency a lot and loved it Interested in the WWII setting	8/27/2016 7:14 AM

313	Fun singleplayer experience	8/27/2016 7:00 AM
314	Cos it's fucking (pardon my language) fun	8/27/2016 6:49 AM
315	It's one of the only World War II games that are released. I really enjoy WWII games, and this game is really good as a WWII game.	8/27/2016 6:46 AM
316	Realistic WW2 combat	8/27/2016 6:24 AM
317	Brings me back to DOD and some decent teamwork. So far a decent community as well	8/27/2016 6:21 AM
318	Enjoyed Insurgent;	8/27/2016 6:19 AM
319	Chasing the high of Call of Duty 1/2 PC versions, and you guys honestly do it better than they did (assuming we get a few more maps in time!)	8/27/2016 5:51 AM
320	It's an awesome, tense, World War 2 game that gives a lot more emotion/tension to the environment and atmosphere than most shooters do. It's also more realistic and aims to be true to life as far as people getting killed in relatively few hits, with a limited HUD, suppression, etc	8/27/2016 5:42 AM
321	the genre and style of game	8/27/2016 5:28 AM
322	for the authentic ww2 experience	8/27/2016 5:06 AM
323	It reminds me the golden days of DoD. Thanks guys =)	8/27/2016 5:03 AM
324	I love the realism that comes from Insurgency and I also just love WW2 games. Also the feel of the weapons, suppression and grittiness make it stand out from other WW2 shooters.	8/27/2016 5:01 AM
325	I'm part of an organization that plays.	8/27/2016 4:32 AM
326	I liked insurgency and WW2, so it is a good combination right off the back.	8/27/2016 4:31 AM
327	I really like historical FPS games with realistic gun play and uniforms.	8/27/2016 4:29 AM
328	WW2 setting and Insurgency lover	8/27/2016 4:27 AM
329	I enjoy FPS, historical combat, the difficulty of shots (compared to the overly assisted aiming styles of COD	8/27/2016 4:15 AM
330	Closest current game to Day of Defeat	8/27/2016 4:14 AM
331	WW2 attraction.	8/27/2016 4:09 AM
332	It is the perfect niche between a twitch shooter like Counter-Strike and a more realistic/authentic game like Squad or Battlefield.	8/27/2016 4:09 AM
333	I love day of defeat	8/27/2016 4:08 AM
334	Loved Insurgency	8/27/2016 4:04 AM
335	I love the World War 2 Era, and enjoy FPS games.	8/27/2016 3:50 AM
336	i like the WWII setting with the insurgency mechanics	8/27/2016 3:49 AM
337	The sense of realism and authenticity surpasses other WW2 titles like Call of Duty etc. The enemy A.I. is smarter than most. I appreciate the challenge Day of Infamy brings along with it's attention to historical detail.	8/27/2016 3:22 AM
338	I enjoyed the gameplay style of Insurgency, and a WWII version is simply awesome	8/27/2016 3:19 AM
339	Play WWII	8/27/2016 3:14 AM
340	its ww2 and fun, like day of defeat	8/27/2016 3:09 AM
341	I play in a unit that has recently branched into DOI from Day of Defeat, and I felt that DOI has lots to offer. Plus I'm a sucker for WW2 games, definitely if they feature the Commonwealth (although I wish there was Canadians featured like I hoped).	8/27/2016 2:59 AM
342	I missed my WW2 shooters haha. Also Insurgency was the perfect mix between Arma's realism and BF4 frenetic activity	8/27/2016 2:58 AM
343	I enjoy realistic shooters. No minimap, kill streaks, no levels, no powerups, no glowing enemy icons. The game is much better at creating an even playing field for players than other shooters (the maps seem to favor factions though).	8/27/2016 2:56 AM
344	Its a breath of fresh air and finally a decent game after all the shitty modern warfare games. god there was not a good ww2 game since rising storm.	8/27/2016 2:48 AM
345	Fan of Insurgency and played all WW2 shooters back in their heyday. Lack of solid first person shooters and virtually none exist for WW2.	8/27/2016 2:48 AM
346	gameplay and modding/customization	8/27/2016 2:41 AM
347	I love WWII shooters.	8/27/2016 2:28 AM
348	It's very fun the play and the firefights are satisfying	8/27/2016 2:25 AM
349	steam group friends	8/27/2016 2:24 AM
350	for fun, to blow work steam off. doesnt require constant play to be good. can pick up put down as wanted.	8/27/2016 2:23 AM
351	Tactical Funny Teamwork Combat.	8/27/2016 2:20 AM
352	It was given free from a stream and because insurgency was a very well made game.	8/27/2016 2:06 AM
353	I really like Insurgency, and wanted to try something that had similar gameplay but with a different feel.	8/27/2016 2:06 AM
354	Cooperative teamwork.	8/27/2016 2:05 AM
355	no useless features and splendid gun-play	8/27/2016 2:02 AM
356	Because its freaking awesome!!!!	8/27/2016 1:55 AM
357	It is one of the only WW2 Fps available, I like the way the classes and gamemodes work. Also it has commonwealth forces.	8/27/2016 1:53 AM
358	WW2 setting	8/27/2016 1:50 AM
359	I enjoy shooters and loved Insurgency. I'm also a fan of historical games.	8/27/2016 1:43 AM

360	I enjoyed Day of Defeat, and the Insurgency Standalone. And as a history buff, find extra enjoyment in historical games that actually pay attention to detail, such as Red Orchestra 2. DoI exists in a nice sweet spot between the unforgiving realism of RO2 and the fast paced arcade style of Day of Defeat.	8/27/2016 1:42 AM
361	The pacing of the game,the intensity of the gunplay that is unique. The multiplayer action. WW2	8/27/2016 1:35 AM
362	I loved Insurgency and love realism/historic shooters.	8/27/2016 1:32 AM
363	realism, ww2 history buff	8/27/2016 1:30 AM
364	i like the way the game handles, british commonwealth	8/27/2016 1:29 AM
365	I enjoy world war 2 shooters and realistic shooters.	8/27/2016 1:25 AM
366	Hardcore and simplistic but with a fun great learning curve which requires lots of skill	8/27/2016 1:21 AM
367	I want a WW2 game that reminds me of older WW2 games.	8/27/2016 1:10 AM
368	I like the insurgency style of game-play but appreciate the fresh take on the formula that a look into the past gives.	8/27/2016 1:07 AM
369	ww2 us army	8/27/2016 1:01 AM
370	Insurgency	8/27/2016 12:56 AM
371	its fun (though i wish more competitive) and I love history and WW2 so	8/27/2016 12:52 AM
372	For myself, I find the Vs AI gamemodes to be extremely fun to play. Each map feels like it could be it's own CoD / MoH campaign level, and the randomness of the bot placement and their tactics as well as the overall sound and feel of the battles makes it worth coming back to again and again. The AI is competent and challenging, but you never feel like you're being utterly crushed. There's always opportunities for heroics and feeling like a badass like you get in single player campaigns and the feel you get from clearing out that point single handed to respawn your team is fantastic. The gameplay is fun and solid, the sound and level design is spot on and the weapons have a good kick and weight with none of them feeling redundant. Yes, even the Welrod =P The fact that you can quickly just jump into a play a few rounds without waiting for ages for matchmaking or anything of the sort is great too and having so many game modes to choose from that you can all (effectively) play in Co-op with friends against AI as well as online, is just the kind of features I look for in a game.	8/27/2016 12:48 AM
373	I play this game for a few reasons: I've really become a huge fan of the developer based on their previous work, I've always loved WWII shooters and this is a great (more realistic) game that still has tons of potential.	8/27/2016 12:39 AM
374	Love the WW2 theater and i have 500 hours on Insurgency	8/27/2016 12:32 AM
375	miss the old ww2 games, nice realism, intense when its good, challenging, focus on team play and cooperation	8/27/2016 12:31 AM
376	World War 2	8/27/2016 12:26 AM
377	it's fun to play those old school games again.	8/27/2016 12:23 AM
378	MWI	8/27/2016 12:21 AM
379	I really like the WW2 history and it is the best and coolest time of a war time. Total war basicly.	8/27/2016 12:13 AM
380	I loved DOD and love WW2	8/27/2016 12:12 AM
381	The feeling of being in ww2 with my fellow comrades and seeing them fall one by one.	8/27/2016 12:09 AM
382	There are not enough balanced, fun, accurate, WW2 shooters anymore. This games aesthetic pleases me greatly.	8/27/2016 12:08 AM
383	I like WW2 games and the weapons etc	8/26/2016 11:53 PM
384	Trust in NWI since insmod :) NWI does everything right AAA devs do wrong.	8/26/2016 11:50 PM
385	All around fun ww2 game to be played. Tired of all the new futuristic FPS games out today. Enough with the modern fantasy game. Back to roots is enjoyable	8/26/2016 11:45 PM
386	The WW2 theme, for me, this game is just great.	8/26/2016 11:43 PM
387	Best WWII mutiplayer game right now, have experience with Insurgency	8/26/2016 11:41 PM
388	I play Insurgency, and I love DoD... So...	8/26/2016 11:40 PM
389	I am a bit of a veteran from Day of Defeat Source and am currently a member of a realism unit for that game which has also expanded to this game. Its is quite enjoyable.	8/26/2016 11:38 PM
390	i liked insurgency so this is the type of gameplay i like	8/26/2016 11:28 PM
391	Team-based FPS, not CoD, not Battlefield, WWII setting, lethal combat, teamwork aspects	8/26/2016 11:27 PM
392	WW2 setting, authentic feel, Like the original Call of Duty, awesome sound, tense firefights.	8/26/2016 11:23 PM
393	Because Insurgency was totally incredible, I believe on you, devs. :3 AND I LOVE WWII	8/26/2016 11:21 PM
394	Interest in WW2 games.	8/26/2016 11:18 PM
395	I love WW2 FPS games that are hightly moddable. I usually like moddable WW2 games because many of the WW2 games I play censor anything Nazi related. I've already release like 5 nazi related addons to the workshop.	8/26/2016 11:17 PM
396	I love WWII games, and I love semi-realism. Insurgency was a favorite of mine since it was just a Source mod and seeing the core concept taken to WWII is almost like a dream to me Lacks vehicles and tank combat, but can't have everything.	8/26/2016 11:12 PM
397	Friends and I are WW2 sim fans and wanted a good yet easy FPS.	8/26/2016 11:08 PM
398	Enjoyed Insurgency and also other WWII games. Game with a group of fellow Marines and this is one of the games we play.	8/26/2016 10:53 PM
399	Ex-Day of Defeat: Source & Red Orchestra player - this currently sits perfectly in-between	8/26/2016 10:52 PM
400	Period feel, weapons, maps etc. Change from Insurgency but still hardcore tactical shooter with new play styles/roles etc	8/26/2016 10:40 PM
401	The "realism" and intensity, the WWII setting, the coop.	8/26/2016 10:39 PM
402	I love world war 2 and tactical combat	8/26/2016 10:28 PM
403	Its a new and different shooter to call of duty	8/26/2016 10:26 PM
404	It has reasonable gameplay, an active player base	8/26/2016 10:22 PM

405	Love insurgency, and there are no other shooters (let alone WW2 ones) that come close to the feel that you guys have created	8/26/2016 10:20 PM
406	I was a long time realism player in Day of Defeat Source and this feels like a spiritual successor.	8/26/2016 10:12 PM
407	I was a hardcore Day of Defeat player back in the day and this finally fulfills that need!	8/26/2016 10:11 PM
408	Realism, Sound, and it's just so fun!	8/26/2016 10:10 PM
409	i like WW2 fps's	8/26/2016 10:07 PM
410	I like WW2 games.	8/26/2016 10:06 PM
411	It is by New World Interactive and it is like insurgency and its a great WW2 shooter	8/26/2016 10:03 PM
412	In COOP mode, the feeling that you can make a difference. Even when your entire team is wiped out in front of your eyes, you can still capture that point. You can feel your dead team mates crossing their fingers for you. When you just make it, that is awesome.	8/26/2016 10:03 PM
413	Love WWII history, hardcore damage model, and minimalist UI.	8/26/2016 10:00 PM
414	Play Insurgency and enjoy it alot. Wanted to support your studio and therefore bought Dol.	8/26/2016 9:57 PM
415	Loved the tactical co-op and challenge that the AI provided in Insurgency. Liked that the load outs were customizable, but more happy that there weren't unlocks and "adds 2.5% more <X> for every <y>" skill points to worry about. Insurgency and Left 4 Dead (on Expert) have a tactical co-op that is unique in current games. Looking for the same from Dol in a great setting for infantry tactics--WWII. Also believe you devs support your games, and I like Workshop support.	8/26/2016 9:56 PM
416	I love WW2 games and the weapons of the WW2 Era. Also love the intense and hardcore team based gameplay, leads to many awrsome moments that can't be had in other FPS games.	8/26/2016 9:49 PM
417	WWII Setting, grittyness, insurgency-like/ NWI game, perceived "vision" behind the DOI game experience and upcoming updates.	8/26/2016 9:48 PM
418	Updated and better version of DODs.	8/26/2016 9:45 PM
419	"Realistic" Setting Like your development of games	8/26/2016 9:42 PM
420	Huge fan of WW2/WW1 combat NWI supporter Love the challenge of bolt action rifles	8/26/2016 9:40 PM
421	It's a really great game, and I liked Insurgency a lot (over 650+ hour on Ins, and 100+ on Dol so far). The WWII setting is great, and this newest update has slowed down combat (in a good way) making it feel like the wars of old rather than modern wars.	8/26/2016 9:36 PM
422	I am an avid player of historical MP games : i own and play RO, RO2, Verdun, Day of Defeat. I hoped it will be an up-to-date Day of Defeat - and mostly is, you just have to iron out weapon balance, and make bolt action rifles actually usable.	8/26/2016 9:34 PM
423	its like CSGO and RO2 had a baby	8/26/2016 9:32 PM
424	I enjoy ww2 style games and I used to play a lot of day of defeat. So i found this game very interesting.	8/26/2016 9:31 PM
425	It's a great throwback to classic WWII games. No stupid ranking systems, perks, or flash. Just some of the best damn gameplay and shooting mechanics on Steam. The firefights are unparalleled.	8/26/2016 9:29 PM
426	I like all WWII fps enviroments and weapons. This game is very funny, playable and devs keep it actualized	8/26/2016 9:29 PM
427	I enjoy historical online shooters, and Day of Infamy feels like a great blend of two games I've loved for years: Red Orchestra 2 and Day of Defeat: Source.	8/26/2016 9:24 PM
428	It's fun	8/26/2016 9:24 PM
429	It's a change of pace from Insurgency.	8/26/2016 9:23 PM
430	Because its quite fun and realistic.	8/26/2016 9:19 PM
431	Relaxation It's easy to join a game feels rewarding when you are making a frag the map Reichswald it's just so awesome to play, good atmospheric feeling	8/26/2016 9:19 PM
432	Classic old school WW2-Shooter without perks and player levels etc. Clear graphics, no unnecessary effects. Good cognizability of players and enviroment.	8/26/2016 9:16 PM
433	Um... its fun. I was a fan of Insurgency, and gave it a go and have VERY HIGH hopes and expectations based on your work so far. Kudos, and keep it up.	8/26/2016 9:13 PM
434	Good weapon feel, just as in Insurgency.	8/26/2016 9:10 PM
435	I like the different setting and weapons, compared to your other game "Insurgency"	8/26/2016 9:06 PM
436	I like the WW2 setting and really love the engine&netcode behind your game.	8/26/2016 9:03 PM
437	same as insurgency, havent played any better shooter it was what im always looking for the awesome mix of lethal bullets and smooth and simple gameplay, controls and movement	8/26/2016 9:03 PM
438	WW2 style Fun and challenging	8/26/2016 9:03 PM
439	I play it because it seems like it's more fully featured than Insurgency and I enjoy WWII shooters.	8/26/2016 9:03 PM
440	WW2 game	8/26/2016 8:58 PM
441	It's a good WWII shooter, and it has coop. Very hard both those qualities.	8/26/2016 8:56 PM
442	Because you made Insurgency, and I love that game, I hope you'll make it as realistic as possible. Love that you die from one shot, and It should be harder I think	8/26/2016 8:53 PM
443	It's fun and enjoyable, and I really love WWII history and games.	8/26/2016 8:53 PM
444	Co-operative gameplay and the historical aspect of it. WW2 is an enjoyable setting and getting into the role is 50% of the gameplay.	8/26/2016 8:51 PM
445	It is very much a niche game. Much like RO2 or DoD are/were. However, I feel like Day of Infamy is the best mix between them. RO2 is too much of a simulation for me to be enjoyable. DoD:S was pretty okay, but I'd find it too arcade-ish now I guess. Also, I really do trust the devs. They have done a great job on Insurgency so there was absolutely no reason to not buy this.	8/26/2016 8:50 PM
446	I loved insurgency, I saw your new game (DOI) and bought it immediately. Love overall gameplay you guys have for your games.	8/26/2016 8:50 PM

447	I want a game similar to Insurgency with much bigger maps, a world war 2 setting, slow pace and interesting mechanics. Day of infamy provides that to a degree, so thats the reason I play it.	8/26/2016 8:50 PM
448	fun cooperative multiplayer. its unique	8/26/2016 8:49 PM
449	Sometimes find funny people getting into it.	8/26/2016 8:49 PM
450	Isurgency. Means I like it and I know that the devs aren't bad.	8/26/2016 8:47 PM
451	A. Its lit B. You can burn motherfuckers with flamethrowers C. its fun D. Its world war 2	8/26/2016 8:46 PM
452	bit of fun. bit like DoD	8/26/2016 8:42 PM
453	i love ww2 and the history and this game has brought new life to the genre. It also has the closest resemblance to the old battlefield which i LOVED!	8/26/2016 8:41 PM
454	i love the feel of a realistic ww2 shooter	8/26/2016 8:38 PM
455	Great fun with friends, awesome community.	8/26/2016 8:38 PM
456	ww2 insurgency	8/26/2016 8:35 PM
457	I play Day of Infamy for a WW2 experience, and the bolt guns in it are actually good.	8/26/2016 8:34 PM
458	WW2 setting guns and maps	8/26/2016 8:29 PM
459	I love WWII themed games.	8/26/2016 8:28 PM
460	It's historical based and has a coop mode.	8/26/2016 8:28 PM
461	I'm part of a realism unit that has expanded into this game. We originated in Day of Defeat Source and have created a company in this game and we are absolutely loving it so far! Very nice work devs!	8/26/2016 8:26 PM
462	I liked Insurgency. I loved Battlefield 1942 and the combination of these games must be awesome.	8/26/2016 8:24 PM
463	Its WWII and the fact that it is a difficult and competitive multiplayer game.	8/26/2016 8:23 PM
464	Because I want to move away from playing any silly Si-Fi looking shooters like CoD and go back to the old frontline.	8/26/2016 8:16 PM
465	Hoping this to be the best WWII shooter today. Having lots of fun so far	8/26/2016 8:15 PM
466	the Word at War II theme.	8/26/2016 8:14 PM
467	I like tactical shooters like Insurgency & the old Rainbow Six games. DoI is a bit fresher than Insurgency for me, so I'll be playing it until Insurgency: Sandstorm arrives!	8/26/2016 8:07 PM
468	WWII setting. Realistic homage to discharging firearms. Exciting close combat.	8/26/2016 8:07 PM
469	Good game. Good dev's and have made GREAT(insurgency) games in the past. LOVE YOU GUYS! THX	8/26/2016 8:06 PM
470	I played and fell in love with the original Day of Defeat mod and could not stop playing it. As years past other then the original ww2 call of duty with expansion and recent Red Orchestra 2 game I have been patiently waiting for more EPIC WW2 stuff. Day of Infamy please you guys look at and study Red Orchestra 2 game mechanics.. best out of any WW2 shooter to date. You guys are almost there keep up the great work!	8/26/2016 8:06 PM
471	its a fun WW2 FPS and love the multiple different scenarios	8/26/2016 8:04 PM
472	I like it's gameplay.	8/26/2016 7:59 PM
473	WW2 Theme, Insurgency like tatics, weapon damage models	8/26/2016 7:59 PM
474	I enjoy Insurgency and Red Orchestra 2 a lot, also WW2 games in general. Day of Infamy has all the things I love about Insurgency but in a WW2 Setting. Great Maps, great gunplay, lots of gamemodes and amazing dev support and no unlock bullshit.	8/26/2016 7:59 PM
475	Saw it on Giant Bombs UPF and it looked cool and haven't had a WWII shooter in a long time.	8/26/2016 7:58 PM
476	I love hardcore fps, a bullet in the chest kill you that's all. I like WW2 games (vietnam, WW1 too) no futuristic ones	8/26/2016 7:58 PM
477	Insurgency is a great game and I love WW2 shooters, especially older Call of duty games (COD 1 and COD 2 mainly)	8/26/2016 7:57 PM
478	To have fun, shoot some bad guys	8/26/2016 7:54 PM
479	I like the ww2 setting. this game is really fun compared to other ww2 shooters.	8/26/2016 7:54 PM
480	fun	8/26/2016 7:50 PM
481	It is great for hopping on, playing a few rounds, getting in a couple pants-shitting situations, then hoping off.	8/26/2016 7:50 PM
482	Really liked Insurgency and Day of Defeat. Also, I like the game mechanics and attitude of the dev team.	8/26/2016 7:49 PM
483	I loved Insurgency and I love Day of Infamy; you guys are great Developers and made a game with great mechanics. Also I like the steady stream of free Updates you release, it helps keeping the games intresting.	8/26/2016 7:49 PM
484	Its very realistic then the other fps shooters mostly. Very funny if you got a companion onboard with TS3 and playing it. The game is a old school shooter, not futuristic like COD and other games :P	8/26/2016 7:47 PM
485	WW2 First-Person, Tactical Gameplay, Realistic.	8/26/2016 7:44 PM
486	Fast and hard close quarters battles	8/26/2016 7:44 PM
487	-same gameplay as Insurgency -World War 2	8/26/2016 7:43 PM
488	A realistic ww2 shooter with great art assests and gameplay plus it's fairly historically accurate.	8/26/2016 7:43 PM
489	Played the Mod back in Insurgency LOVED it	8/26/2016 7:35 PM
490	Addicted to ww2 shooters! And i played the mod before, was also really good.	8/26/2016 7:33 PM
491	It's a mix between a hardcore and casual shooter.	8/26/2016 7:31 PM
492	I loved Insurgency's atmosphere and I love biggest humanity mistakes, so why not run it up and watch how we failed.... But in all seriousness I love how the guns work, recoil all that stuff, love smart AI, the maps (some of them). This game is just great but it needs some work...	8/26/2016 7:28 PM
493	It's fun and exciting. the cinematic experience is great	8/26/2016 7:27 PM
494	Incredibly good tactical gameplay, development team that listens to the community, lot of Insurgency time and skills that port over nicely.	8/26/2016 7:27 PM

495	Authentic, gritty WW2 combat	8/26/2016 7:26 PM
496	WWII + Same Gameplay as Insurgency Which Both are awesome games Toward war gameplay	8/26/2016 7:24 PM
497	Play with team on a server	8/26/2016 7:20 PM
498	I like Insurgency, I played DoI mod and it was refreshing so since you're working on a standalone version I'm happy to play it.	8/26/2016 7:20 PM
499	No other FPS on the market can give me the same experiences. Requiring teamwork and the chaos in the game is just great. I'm a huge gun nerd and you guys have nailed the mechanics and intricacies of each weapon system, I.E. open bolt vs closed bolt, round in the chamber, etc. Please keep focusing on the details, they add a lot!	8/26/2016 7:18 PM
500	The point that it is WW2.	8/26/2016 7:17 PM
501	First damn good WW2 shooter that's come out in a while and has the British in it.	8/26/2016 7:16 PM
502	I love ww games I love realistic games	8/26/2016 7:15 PM
503	i like insurgency, i like ww2 setting - so i had no choice.	8/26/2016 7:15 PM
504	It runs good on low performance systems and is a very strategic and authentic ww2 shooter.	8/26/2016 7:13 PM
505	Supporting NWI Big fan of DoD Suggested a WW2 DLC in the last survey	8/26/2016 7:10 PM
506	Love of WWII games and enjoyable experience with Insurgency and the DOI mod	8/26/2016 7:09 PM
507	It's fun, hard, and rewarding.	8/26/2016 7:07 PM
508	The team orientated and tactical feel. Also the fact that I played insurgency.	8/26/2016 7:06 PM
509	It's fun and semi realistic.	8/26/2016 6:55 PM
510	I needed another slightly realistic WW2 shooter in my life, and Day of Defeat is too dated/arcade-y for my taste.	8/26/2016 6:50 PM

## Q22 (Optional) How would you describe Day of Infamy to a friend?

Answered: 442 Skipped: 371

#	Responses	Date
1	Okay	11/10/2016 1:53 AM
2	Its a newer Day of Defeat: Source.	9/29/2016 6:58 PM
3	An classic WWII shooter that don't suck. It's a lot of fun to play it and the community aren't just kiddies.	9/15/2016 12:21 PM
4	Its like Day of Defeat had a baby with Insurgency and came out as DOI	9/15/2016 7:40 AM
5	WWII insurgency, with better teampay. Lots of potential	9/15/2016 4:28 AM
6	Fun, fast-paced, realistic WW2 shooter that requires lots of teamwork	9/14/2016 1:38 PM
7	an beta version of a WWII FPS	9/14/2016 12:12 PM
8	Insurgency set in WWII...Intelligent AI with great game mechanics and awesome cooperative modes.	9/14/2016 2:47 AM
9	Modern Day COD 2	9/13/2016 2:58 PM
10	like insurgency but set in WW2.	9/13/2016 7:47 AM
11	Awesome.	9/13/2016 7:32 AM
12	It's a good blend of realistic action and arcade style fps.	9/13/2016 6:21 AM
13	A fun ww2 era fps game where teamwork is key to winning. Has a lot of weapon variety and it's only in early access. Well worth the money.	9/12/2016 10:57 PM
14	hardcore ww2 shooter focused on quick reactions and skill	9/12/2016 9:44 PM
15	Realistic WW2 Shooter	9/12/2016 6:29 PM
16	Me: "Hey, you loved Day of Defeat back in the day right?" Friend: "Yes, of course!" Me: "Well i have something for you ... Day of Infamy! Buy it! It has COOP vs. pretty good bots!" Friend: "Cool. "buys DoI"" That is basically what i wrote my Friend after the first couple of hours in DoI.	9/12/2016 6:10 PM
17	As a a more hardcore small MoHAA/CoD	9/12/2016 5:53 PM
18	day of defeat meets red orchestra	9/12/2016 5:52 PM
19	ww2 replacement for CoD	9/12/2016 5:47 PM
20	It is sort of like Insurgency, but even more deadly than before.	9/12/2016 5:43 PM
21	CoD2 / CoD:WaW on ultra Hard-Core.	9/12/2016 4:15 PM
22	One of (if not) the best world war 2 shooters on the market.	9/12/2016 3:58 PM
23	Great WW2 first person shooter	9/12/2016 3:33 PM
24	Insurgency with WW2 weapons	9/12/2016 7:16 AM
25	Gritty, realistic, tactical WWII fps.	9/12/2016 4:52 AM
26	a good ww2 shooter with support artillery fire and objectives to capture.	9/11/2016 6:00 PM
27	World War II Shooter	9/11/2016 4:32 PM
28	Authentic WW2 shooter/ True successor to DoD.	9/11/2016 6:41 AM
29	"the best ww2 game i've ever played"	9/11/2016 6:36 AM
30	Hardcore, intense, teamwork oriented WW2 shooter.	9/11/2016 1:41 AM
31	WW2 Insurgency with flamethrowers.	9/10/2016 7:27 PM



32	I have done this before and now two of my friends have bought it. I said the most fun WW2 shooter you will play since Red Orchestra 2	9/10/2016 6:47 PM
33	I already did to some of my friends even before I bought Day of Infamy, but I would say: "One of, if not the Best WWII FPS out there today :)"	9/10/2016 12:47 PM
34	Fresh new return to a favourite classic genre - with a good balance of realism and that explores the Italian theatre better	9/10/2016 12:18 PM
35	Hey do you want to try WW2 insurgency, its pretty fun man its basically insurgency but ww2, it has some of the most intense combat matches ever, and the best british voices that are on the same level as tripwires with killing floor xD.	9/10/2016 10:10 AM
36	ww2 insurgency thats really new, and doesn't have a huge player base	9/10/2016 3:11 AM
37	it's like the old days of call of duty 1/UO with realism mod	9/9/2016 11:20 PM
38	A mix of Red Orchestra 2 (tactical experience) and Counter Strike (mapsize)	9/9/2016 10:53 PM
39	Like Insurgency, just less polished and not as crisp.	9/9/2016 9:38 PM
40	Solid WWII shooter. Best parts are the sound and weapon animations.	9/9/2016 7:23 PM
41	Like day of defeat	9/9/2016 4:56 PM
42	INS_WWII.exe	9/9/2016 2:40 PM
43	ww2 coop class-based fps multiplayer battles v bots or players	9/9/2016 10:42 AM
44	Red Orchestra, Insurgency and Day of Defeat have a child. Relatively fast paced, close quarters but with a hint of realism that keeps it interesting. Most of the players understand and accept this.	9/9/2016 8:30 AM
45	Best new WW2 shooter game.	9/9/2016 5:37 AM
46	best game ever	9/9/2016 5:24 AM
47	WW2 shooter that takes time and patient.	9/9/2016 2:20 AM
48	Real good and gifted ;)	9/9/2016 2:04 AM
49	Hardcore WW2 shooter	9/9/2016 2:02 AM
50	day of defeat source spiritual successor	9/9/2016 12:05 AM
51	WWII Insurgency, tactical realistic squad based combat the makes you feel like boots on the ground	9/8/2016 11:50 PM
52	A slow pace tactical combat simulator in WW II	9/8/2016 9:09 PM
53	Like Day of defeat but Harder	9/8/2016 4:18 PM
54	The closest thing to DoD: Source we have.	9/8/2016 3:53 PM
55	World War 2 Insurgency. What more could you want?	9/8/2016 2:10 PM
56	5 minutes of fun	9/8/2016 11:22 AM
57	It's like COD2, but obviously with its own features, like the radio and artillery support.	9/8/2016 10:34 AM
58	Inexpensive, semi-realistic WW2 FPS, with amazing AI and replay ability.	9/8/2016 8:28 AM
59	Realistic WW2 shooter. I posted a Insurgency review I think it reflects DOI just as. Insurgency is a one of a kind game that provides a realistic approach to modern warfare. The game is the perfect balance of realism without being too technical or "advanced" for the average FPS player. You get intense firefights following the most suspenseful moments, a picture perfect representation of really being in a warzone. Insurgency submerses the player with stunning visuals and amazing sounds that makes it a one of kind game that deserves a spot on everyone's computer.	9/8/2016 8:28 AM
60	Team based multiplayer WW2 fps Counterstrike in WW2	9/8/2016 6:24 AM
61	the best ww2 game out there	9/8/2016 6:22 AM
62	awesome WW2 FPS	9/8/2016 6:13 AM
63	Good WWII shooter with some interesting features	9/8/2016 5:55 AM
64	very realistic and accurate representation of weapons from WW2	9/8/2016 5:44 AM
65	like Insurgency, but with small immersion improvements that make me feel like a young man, caught in a war started by a far away tyrant. Or, like Day of defeat, but everything that sucked about it was removed when it had a love child with Insurgency.	9/8/2016 4:32 AM
66	WW2 Insurgency. Most of my friends have played or already own insurgency, so its an instant sell for them.	9/8/2016 3:58 AM
67	Fun, challenging, strategic shooter, teamwork based, WWII themed.	9/8/2016 3:49 AM
68	I would describe it as a stomach-turning-tense, realistic-yet-approachable, WW2-based tactical shooter which focuses heavily on both personal aim/recoil-management/movement and team-tactics/strategy.	9/8/2016 3:47 AM
69	WW2 First person shooter that reminds me of one of the great first WW2 first person shooters, Battlefield 1942.	9/8/2016 3:47 AM
70	A realistic and intense tactical WW2 game.	9/8/2016 3:37 AM
71	A partially developed Insurgency set in World War 2 that has potential to be great.	9/8/2016 3:16 AM
72	A closer ranged version of red orchestra, in the Western front	9/8/2016 3:15 AM
73	An actual game.	9/8/2016 2:59 AM
74	New DoD	9/8/2016 2:53 AM
75	Tense, satisfying gunplay of Insurgency in WWII surrounds.	9/8/2016 2:50 AM
76	A realistic WW2 multiplayer FPS game	9/8/2016 2:25 AM
77	WW2 insurgency lol	9/8/2016 2:02 AM
78	A more realistic COD WAW with way better co-op.	9/8/2016 2:00 AM
79	I have already likened it to Day of Defeat on steroids.	9/8/2016 1:33 AM
80	A realistic WW2 game focusing on teamwork and strategy.	9/8/2016 1:16 AM
81	WW2 and only 32 people on Omaha Beach	9/8/2016 1:15 AM

82	A infantry based WW2 shooter that has more grit and tactical gameplay than call of duty and battlefield. An extension of the Insurgency and Red Orchestra formula where the game is somewhere between Call of Duty and Arma when it comes to gameplay.	9/8/2016 1:11 AM
83	Hella underrated game they should try out	9/8/2016 12:54 AM
84	fun but a work in progress so you have to take it how it is at the moment	9/8/2016 12:41 AM
85	As enjoyable as DoD / DoS:S used to be but more realistic	9/8/2016 12:39 AM
86	Day of Infamy includes the large open WWII maps found in Red Orchestra with the much tense and tactical one-life gameplay in Insurgency.	9/8/2016 12:33 AM
87	like the old medal of honor games.	9/8/2016 12:31 AM
88	Fast paced Fun interactive shooter	9/8/2016 12:10 AM
89	a game that shows just how scary the German weapons were.	9/8/2016 12:09 AM
90	If Insurgency and Day of Defeat had a baby, Day of Infamy is that baby. A more tactical/realistic Day of Defeat successor.	9/7/2016 11:56 PM
91	It's one of the most realistic and immersive FPS games I've ever played. It's a must buy if you enjoy either a good FPS, or a good portrayal of the true grit of war.	9/7/2016 11:53 PM
92	Yes I did already	9/7/2016 11:25 PM
93	Amazing, awesome, real, hard, tactical, strategic, like insurgency but ww2.	9/7/2016 11:10 PM
94	super realistic, hard and rewarding	9/7/2016 11:02 PM
95	Insurgency 2: World War 2 Edition	9/7/2016 11:02 PM
96	A rough around the edges combo of DoD and Insurgency.	9/7/2016 10:53 PM
97	1-2 bullet WWII fps.	9/7/2016 10:35 PM
98	Realistic WW2 shooter.	9/7/2016 10:32 PM
99	A good WW2 game, which require skill, tactics and team play to win. This game is not a casual and easy game to understand (this mean is good, is challenging) The way guns fire, and the "non crossair" give a player a chalenge everytime he want to take down a target The maps are quite well disgnied which need some team play and tatics to move forward. The fire support can turn a game around and is really funny see the explosions. Grafics terms... well this a source engine game... soo is not beautiful as other FPS games that are currently being release. The price... well If you play Insurgency this game feels like an DLC... (new weapons, maps, new features like fire suport). 18€ is a fair price. Overall, is a great game! Is awsome to play with friends! Is not too expensive!	9/7/2016 10:22 PM
100	Best recent WW2 Shooter for those like Myself who Grew up on MOH/COD2	9/7/2016 9:53 PM
101	Kinda like a mix of Day of Defeat & Red Orchestra 2 with a co-op mode.	9/7/2016 9:13 PM
102	A nice gritty hardcore WWII FPS focused on teamwork.	9/7/2016 9:09 PM
103	Unforgiving	9/7/2016 8:55 PM
104	Insurgency but set in WW2	9/7/2016 8:51 PM
105	Sophisticated bots ( do not reduce their complexity )	9/7/2016 8:48 PM
106	A tactical WW2 fps.	9/7/2016 8:45 PM
107	a realistic WW2 game, where teamwork is key	9/7/2016 8:45 PM
108	A tactical, teambased, hardcore fps set in ww2 that has some realistic elements.	9/7/2016 8:38 PM
109	A challenging FPS that blends realism and fun about a well as they can be blended.	9/7/2016 8:25 PM
110	Best ww2 game since day of defeat.	9/7/2016 7:50 PM
111	Its kind of like Day of Defeat but much better.. no not like red orchestra 2, it doesnt suck.	9/7/2016 7:46 PM
112	Insurgency WWII mod made an improved standalone	9/7/2016 7:42 PM
113	A WW2 tactical team based shooter	9/7/2016 7:17 PM
114	Tactical (semi-)realism shooter set in WW2.	9/7/2016 7:15 PM
115	a challenge we can do together	9/7/2016 7:11 PM
116	Id say that it has a very good multiplayer and the weapons and locations look very accurate to there real life counterparts and it has a decent singleplayer	9/7/2016 6:39 PM
117	Great mature WW2 shooter which requires cooperation and patience.	9/7/2016 6:36 PM
118	Simple game to pick up and get the hang of, but also realistic with nice visuals	9/7/2016 6:31 PM
119	An updated Day of Defeat with additional features, but that is not fully polished.	9/7/2016 6:25 PM
120	A great cooperative fps in a WWII setting.	9/7/2016 6:22 PM
121	A new WW2 shooter. Remember those?	9/7/2016 6:21 PM
122	Like Red Orchestra, but good!	9/7/2016 6:20 PM
123	"Pew pew NEIN NEIN NEIN"	9/7/2016 6:15 PM
124	Buy it :P	9/7/2016 6:10 PM
125	Day of Defeat 1.3 spiritual successor and improving.	9/7/2016 5:59 PM
126	Dark Souls with guns	9/7/2016 5:54 PM
127	A very satisfying World War 2 co-op shooter, with a cool multiplayer mode. Insurgency but WW2 basically.	9/7/2016 5:54 PM
128	like insurgency. or like a hardcore fps but faster.	9/7/2016 5:50 PM
129	Mix between DoD and Red Orchestra	9/7/2016 5:34 PM
130	BUY IT FOOL or SHUT UP AND LET THEM TAKE YOUR MONEY	9/4/2016 9:02 PM
131	fun	9/3/2016 12:48 AM

# Day of Infamy Early Access Survey - August 2016

SurveyMonkey

132	A realistic WW2 tactical shooter	9/3/2016 12:20 AM
133	Tactical, fast paced and CQC WW2 shooter, lots of fun with friends!	9/2/2016 11:05 PM
134	Unrealistic piece of garbage, Just kidding. Great enclosed tactical shooter with dated graphics that are fun to play until you get bored of the few maps--this game needs new maps/gamemodes.	9/2/2016 1:48 AM
135	The WWII shooter game where decision making and team work is more important than a god like headshot aim.	9/1/2016 5:49 PM
136	Realistic, fun, skillful.	9/1/2016 3:27 PM
137	First Person Shooter GAME. This is what will test your skills in FPS.	9/1/2016 2:12 PM
138	It's grit, hardcore, team based and a Hell lot of fun	9/1/2016 11:03 AM
139	The next evolution of Day of Defeat. Day of Defeat Plus.	9/1/2016 9:29 AM
140	Realistic, gritty, WWII shooter. If you enjoy Insurgency you'll like DoI.	9/1/2016 5:55 AM
141	Insurgency in WW2	9/1/2016 4:49 AM
142	The offspring of Day of Defeat and Insurgency.	9/1/2016 3:34 AM
143	Insurgency if it had a world war 2 overhaul in weapons, and setting.	8/31/2016 11:30 PM
144	Hyper realistic WW2 infantry simulator	8/31/2016 10:30 PM
145	"Like insurgency, but WWII with additional features".	8/31/2016 9:49 PM
146	It's a sick game that reminds me of day of defeat. But needs a lot of works	8/31/2016 9:04 PM
147	A hardcore WW2 shooter, with realistic weapons for the time and gritty intense gameplay.	8/31/2016 8:52 PM
148	Realistic WW2 First Person Shooter	8/31/2016 8:10 PM
149	Its an awesome ww2 tactical shooter.	8/31/2016 6:57 PM
150	Realistic WW2 Shooter. Red Orchestra on the Western Front.	8/31/2016 6:52 PM
151	See the above. I'd compare it to older WWII shooters.	8/31/2016 3:37 PM
152	see above	8/31/2016 3:12 PM
153	Bare-bones, oldschool skill based fps, with focus on great gameplay instead of state of the art graphics. And thats what we want!!	8/31/2016 11:59 AM
154	Its like Day of Defeat only modern and better.	8/31/2016 8:32 AM
155	WW2 Insurgency with flamethrowers and artillery. Emphasis on the flamethrowers.	8/31/2016 7:57 AM
156	A highly realistic first person shooter game that puts you right into the battlefield. (I've already made a few of my friends buy it!)	8/31/2016 5:58 AM
157	WW2 shooter like call of duty. But u die easier and its hardcore	8/30/2016 11:20 PM
158	An awesome FPS... Something "call of duty world at war" should have been	8/30/2016 10:31 PM
159	Like an updated, 100% better, Call of Duty 2.	8/30/2016 10:02 PM
160	A tactical world war 2 fps which is both challenging and exciting. It requires teamwork and offers the thrill of intense ww2 infantry combat	8/30/2016 7:12 PM
161	DoD + MoH:AA	8/30/2016 5:10 PM
162	A cross between Day of Defeat and Red Orchestra 2.	8/30/2016 4:18 PM
163	Insurgency in WW2.	8/30/2016 7:43 AM
164	best Game Since wolfenstein enemy territory	8/30/2016 1:34 AM
165	WW2 Insurgency	8/30/2016 1:34 AM
166	WW2 infantry combat multiplayer game.	8/29/2016 10:52 PM
167	Back to basics, hardcore and skill based	8/29/2016 10:19 PM
168	WWII fps with a quick time to kill.	8/29/2016 9:33 PM
169	Insurgency ,but World War 2. Intense,tactical shooter that requires concentration and patience.	8/29/2016 9:25 PM
170	Good combo of Day of Defeat, Red Orchestra 2 and Insurgency	8/29/2016 7:23 PM
171	Semi-realism ww2 shooter	8/29/2016 5:58 PM
172	newer DoD with what my i'm guessing is a lower time-to-kill (but that could be an incorrect recollection)	8/29/2016 5:24 PM
173	A well balanced and rounded game - graphically and ergonomically. Great fun.	8/29/2016 4:31 PM
174	Tactical Hard-core shooter kinda realistic great maps and weapon choice with good histocal background	8/29/2016 4:30 PM
175	As Insurgency in a WWII setting.	8/29/2016 4:12 PM
176	Insurgency in World War 2	8/29/2016 1:34 PM
177	Ww2 set hardcore tactical multiplayer game	8/29/2016 12:55 PM
178	Check out this flamethrower ??	8/29/2016 12:38 PM
179	A cross between the original Call of Duty and Day of Defeat	8/29/2016 12:03 PM
180	Like DOD mixed with some squad elements of RO2	8/29/2016 12:03 PM
181	Same as above...	8/29/2016 10:13 AM
182	An Insurgency WW2 mod.	8/29/2016 9:53 AM
183	I don't think there's any one way to describe Day of Infamy to a somebody. It would depend on the person really.	8/29/2016 9:05 AM
184	IMO Great wwII shooter, which is referring to the classics of the genre but with its own character and fantastic battlefield feeling	8/29/2016 9:03 AM

185	I never played CS Go much but I tell people it's that reskinned in a WWII theme. If they complain they don't enjoy PvP so much, I tell them neither do I and play the coop missions.	8/29/2016 8:43 AM
186	Good	8/29/2016 5:02 AM
187	Insurgency but without hand-holding holo sights.	8/29/2016 4:24 AM
188	The new DoD	8/29/2016 3:52 AM
189	A challenging but fun ww2 shooter	8/29/2016 2:55 AM
190	fun ww2 game	8/29/2016 2:49 AM
191	An intense multiplayer experience for those seeking a break from run of the mill first person shooters.	8/29/2016 2:38 AM
192	"A first person shooter that doesn't suck balls and has a mature community"	8/29/2016 12:19 AM
193	hardcore ww2	8/28/2016 11:49 PM
194	I would describe it as a must buy game.	8/28/2016 11:43 PM
195	A realistic World War 2 game.	8/28/2016 11:20 PM
196	WW2 insurgency	8/28/2016 9:56 PM
197	Let's play the camping simulator 1944. No, it's not Red Orchestra. It's good really. I need a radio come help me plz.	8/28/2016 9:54 PM
198	I made 3 guy's bu the game simply because i said it playes almost the same as the original call of duty 1 or united offensive	8/28/2016 9:36 PM
199	One of the best Early Access games right now (let's be honest, that's not saying much) and a really cool shooter even now to play	8/28/2016 9:14 PM
200	As the best objective-based teamplay FPS since Wolfenstein Enemy Territory. It's immersive, exciting, fast-paced action all the way, as you frag from building to building. Or it's "heart pounding in your ears" time as you and your squad manouvre stealthily through the dense Reichwald Forest, searching out the enemy.	8/28/2016 8:49 PM
201	A hardcore rewarding ww2 fps	8/28/2016 8:28 PM
202	- Like the good old days. - no AAA Bullshit - the content that you buy, belongs to you from the start. You don't have to level up and grind for guns.	8/28/2016 8:24 PM
203	Its super realistic and you will due allot, but trust me it's fun as hell	8/28/2016 7:24 PM
204	A satisfying WW2 competitive fps.	8/28/2016 6:50 PM
205	Insurgency during WW2.	8/28/2016 6:20 PM
206	awesome, if you like tactical fps games.	8/28/2016 5:47 PM
207	Fast-paced but authentic.	8/28/2016 4:10 PM
208	As a WWII hardcore shooter.	8/28/2016 4:02 PM
209	A mixture of Medal of Honor and the old WW2 CODs with the play-style of RO2 and DoD Source on smaler maps	8/28/2016 3:49 PM
210	Must play	8/28/2016 3:43 PM
211	insurgencyy ww2 !	8/28/2016 3:20 PM
212	Insurgency but WW2.	8/28/2016 3:13 PM
213	realistic WW2 FPS	8/28/2016 3:10 PM
214	Insurgency in WW2 setting with some improvements (but awkward bayonet animation)	8/28/2016 12:33 PM
215	insurgency ww2 setting with a teamplay focused on radio man + officier arty combo	8/28/2016 12:18 PM
216	Remember old school DoD?!!! Well, you need to play this if you liked it...	8/28/2016 11:11 AM
217	A great and balanced ww2 fps that is endless fun with a great dev team that will most likely add amazing features down the line of its life cycle.	8/28/2016 10:45 AM
218	Day of defeat	8/28/2016 9:29 AM
219	Saving Private Ryan Simulator	8/28/2016 7:58 AM
220	Saving Private Ryan the game	8/28/2016 7:10 AM
221	"Hardcore WWII infantry action"	8/28/2016 6:35 AM
222	Clone of DOD 1.3 mixed in with a bit of insurgency.	8/28/2016 6:16 AM
223	As an enjoyable alternative to Insurgency.	8/28/2016 3:53 AM
224	Insurgency... but WW2	8/28/2016 3:15 AM
225	insurgency set in ww2	8/27/2016 11:53 PM
226	5-6 friends, game create for cooperative)	8/27/2016 11:38 PM
227	A shooter that is less real than Squad or ARMA but more real than a typical Call of Duty shooter. Faster paced than Squad or Arma but slower than Call of Duty.	8/27/2016 11:37 PM
228	mix of csgo + cod 2, i think. or just a more hardcore fps	8/27/2016 10:56 PM
229	A very hard WW2 shooter	8/27/2016 10:47 PM
230	A Realistic, Close Quarters, Squad based FPS.	8/27/2016 10:41 PM
231	You are probably going to get your ass kicked in the first few games, but it feels amazing when you finally do well and carry a round. Oh, it's also in WW2 and developed my a good, reliable and nice studio.	8/27/2016 10:06 PM
232	War is hell.	8/27/2016 9:19 PM
233	Insurgency in WW2.	8/27/2016 8:35 PM
234	Its a WWII realistic fps, kinda more fast paced than Red Orchestra, with smaller maps.	8/27/2016 8:26 PM
235	great realistic game	8/27/2016 8:23 PM
236	Its Insurgency in WWII with a hint of DoD.	8/27/2016 7:59 PM

237	Insurgency but in world war 2	8/27/2016 7:53 PM
238	Its a fun, hardcore, ww2, fps game	8/27/2016 6:51 PM
239	A fun, tough game where anything could happen	8/27/2016 6:32 PM
240	It brings me back to my days playing CoD and CoD:UO multiplayer	8/27/2016 6:28 PM
241	RO meets DODS meets Resistance and Liberation.	8/27/2016 6:23 PM
242	How i would discribe insurgency, a mix or Red Orchestra and Counter Strike, but i guess thats more appropriate for DOI now.	8/27/2016 5:59 PM
243	amazingly fun ww2 shooter	8/27/2016 5:11 PM
244	a good WW2 game like medal of honor with some realistic part.	8/27/2016 4:57 PM
245	Good, modern, WW2 FPS with old style game play--(like COD, COD 2), good graphics, sounds, NO UNLOCKS	8/27/2016 4:49 PM
246	The OG COD meets Battlefield	8/27/2016 4:24 PM
247	Day of Defeat with more realism, but no way near full sim. Nice casual game with balance and great graphics.	8/27/2016 4:20 PM
248	A class-based multiplayer WW2 shooter, a love child with the core idea of Day of Defeat, less arcadey INS gunplay and some nice features like artillery support.	8/27/2016 4:14 PM
249	Call of Duty 2 Tactical Realism with the smoothness and light weight feel of Insurgency.	8/27/2016 4:10 PM
250	hardcore WWII shooter that has great focus on objective	8/27/2016 3:49 PM
251	Fast paced but serious WW2 shooter	8/27/2016 3:27 PM
252	Day of Infamy is a hardcore, realistic, historical first person shooter that is unforgiving and rewarding at the same time. Burn people to a crisp, lay down cover fire, or call in artillery support in this team-based war game.	8/27/2016 2:55 PM
253	Me and the friend I always play with have a joke around with each other, always asking if the other wants to be drafted in war. "TIME TO FIGHT FOR YOUR COUNTRY. IT'S TIME TO GO TO WAR." is the only thing I'd say to a friend.	8/27/2016 2:53 PM
254	Hard but fun	8/27/2016 2:32 PM
255	Like RO2 meets insurgency	8/27/2016 2:22 PM
256	A teamwork oriented gritty survival WW2 FPS.	8/27/2016 1:58 PM
257	WW2, Realistic shooter	8/27/2016 1:33 PM
258	FPS WW2 Shooter almost as good as MOH Original	8/27/2016 12:51 PM
259	In one of two ways: A much more thoughtful and measured Call of Duty 2, or Insurgency in World War 2. For those who have played Red Orchestra 2, a less hardcore, and more approachable version, set in the Western Front.	8/27/2016 12:41 PM
260	maybe a great expansion to the game insurgency i told you to get. if the mm is good i will force you to buy it.	8/27/2016 12:25 PM
261	Good but unfinished.	8/27/2016 11:42 AM
262	its early access dont buy it or you gonna keep complaining to me and wait for full release	8/27/2016 11:05 AM
263	A badass WW2 game that requires some teamwork to actually win.	8/27/2016 10:55 AM
264	It's a good game as it's only alfa. It would be wonder game when it's 100% ready	8/27/2016 10:42 AM
265	Like CoD of old! You know the good CoD!	8/27/2016 10:36 AM
266	A tactical WW2 First Person Shooter similar to Red Orchestra 2 but less hardcore, smaller more close quarters maps, and more factions, which although having somewhat outdated graphics more than makes up for it with its gameplay.	8/27/2016 10:25 AM
267	Its a Fun Objective Multiplayer Shooter	8/27/2016 9:48 AM
268	Like WW2? Like FPS games? Do you depend on you'r teammates as well as yourself? Well, then this is the game for you.	8/27/2016 9:17 AM
269	WWII first person shooter combined with aspects of squad leadership and tactics, that results in a game play experience significantly different from call of duty and it's clones.	8/27/2016 9:17 AM
270	Medium paced, WW2 fps - more exciting/fast paced than Red Orchestra but more in depth/tactical than BF or CoD.	8/27/2016 9:15 AM
271	cross between DOD and RO	8/27/2016 9:00 AM
272	gritty precision of counter strike, with a lot more flavor, and potentially a very pretty game, assuming better amination and textures down the road	8/27/2016 9:00 AM
273	discount version of RO2	8/27/2016 8:55 AM
274	Feels like Insurgency, except it has the grityness of WWII	8/27/2016 7:21 AM
275	Too much to say to a friend... (in a good way)	8/27/2016 7:15 AM
276	Insurgency during WWII or a modernized Day of Defeat	8/27/2016 7:14 AM
277	Nice and simple WW2 shooter	8/27/2016 7:00 AM
278	Absolutely fun and promising.	8/27/2016 6:49 AM
279	Similar to RO2/RS	8/27/2016 6:24 AM
280	Fun old school shooter, with a good hint of realism	8/27/2016 6:21 AM
281	The best WWII shooter of all time. Gritty, hard fought, and worth every ounce of time you pour into it!	8/27/2016 5:51 AM
282	like rising storm but not as polished	8/27/2016 5:28 AM
283	A brutal and realistic WW2 shooter that is definitely worth buying. Then go on to gush about how the flamethrower tanks explode in fire when shot.	8/27/2016 5:01 AM
284	WWII First Person Tactical Shooter	8/27/2016 4:32 AM
285	A slower paced, semi-realistic WW2 shooter with class and inventory selection.	8/27/2016 4:31 AM
286	Insurgency but with WWII weapons and uniforms.	8/27/2016 4:29 AM
287	immersive and team oriented	8/27/2016 4:15 AM

# Day of Infamy Early Access Survey - August 2016

SurveyMonkey

288	Gritty, ugly but fun.	8/27/2016 4:09 AM
289	Like Insurgency but with mausers and Lee-Enfields.	8/27/2016 4:09 AM
290	reskin of insurgency	8/27/2016 4:08 AM
291	Yes. And I have, multiple times. I have a few friends who have started playing regularly. They also enjoyed your other game, "Insurgency." Although I like Day of Infamy way more than Insurgency, the world war 2 theme sold me.	8/27/2016 3:50 AM
292	hardcore realistic WWII fps	8/27/2016 3:49 AM
293	The sense of realism and authenticity FAR surpasses other WW2 titles like Call of Duty etc.	8/27/2016 3:22 AM
294	Slower paced, weapons are more deadly, involves more thinking/planning, fun, intense, can have epic team capture moments as well as both close quarters and distance combat	8/27/2016 3:19 AM
295	Great new option	8/27/2016 3:14 AM
296	updated version of day of defeat	8/27/2016 3:09 AM
297	Fast-paced WW2 FPS, work as a team to complete the objectives at hand. Wide variety of weapons and interesting concepts like using radios to communicate with friendly forces across the map. Even though it's in Alpha, I've been enjoying playing the game much more than others.	8/27/2016 2:59 AM
298	A realism shooter.	8/27/2016 2:56 AM
299	Its ww2 m8.	8/27/2016 2:48 AM
300	"like WW2 Insurgency" or similar to Medal of Honor.	8/27/2016 2:48 AM
301	WWII Insurgency	8/27/2016 2:41 AM
302	awesome, what DoD:S should have been	8/27/2016 2:28 AM
303	Take day of defeat and Insurgency, mush them together and out comes Day of Infamy	8/27/2016 2:25 AM
304	Insurgency with some bugs and clunkiness	8/27/2016 2:24 AM
305	The best actual WW2 FPS.	8/27/2016 2:20 AM
306	"Insurgency meets Day of Defeat"	8/27/2016 2:06 AM
307	Like Red Orchestra 2, but with better performance and no vehicles.	8/27/2016 2:05 AM
308	Strategic, skillful and lethal fps on medium speed and medium sized maps.	8/27/2016 2:02 AM
309	Get it now or you are a noob.	8/27/2016 1:55 AM
310	16v16 WW2 fps with interesting classes.	8/27/2016 1:53 AM
311	A Ww2 shooter that's just entered development, seems promising but very early days	8/27/2016 1:50 AM
312	If they know of Insurgency, I tell them its similar but in World War II. If not, I tell them its a challenging, realistic WWII shooter with team play elements.	8/27/2016 1:43 AM
313	Insurgency and Day of Defeat had a baby.	8/27/2016 1:42 AM
314	ww2 Insurgency,in the Style of Day of Defeat.	8/27/2016 1:35 AM
315	Insurgency and WW2 combined.	8/27/2016 1:32 AM
316	shooter that is difficult to pick up, but fun too play	8/27/2016 1:30 AM
317	day of defeat and insurgency love child, pretty sure thats what your aiming for, no?	8/27/2016 1:29 AM
318	Realistic world war 2 FPS.	8/27/2016 1:25 AM
319	Hardcore war shooter with strong team elements.	8/27/2016 1:21 AM
320	Think Medal of Honor meets Insurgency.	8/27/2016 1:10 AM
321	WWII Insurgency, its like the fun we had when we first got into insurgency all over again	8/27/2016 1:07 AM
322	good ww2 game	8/27/2016 1:01 AM
323	Hardcore multiplayer fps	8/27/2016 12:56 AM
324	realistice WW2 multiplayer FPS	8/27/2016 12:52 AM
325	Awesome. A real complete package FPS game.	8/27/2016 12:48 AM
326	A mix between DoD, CoD 1 & 2 and Insurgency	8/27/2016 12:32 AM
327	an old school shooter with the features of a modern day shooter.	8/27/2016 12:23 AM
328	A really good game, it does lack some more MP futures. But it is really fun.	8/27/2016 12:13 AM
329	DOD on Source 2 (I think this is Source 2?)	8/27/2016 12:12 AM
330	Intense quick insane	8/27/2016 12:09 AM
331	If you are a fan at all of WW2 combat or history in general, This might be one of the best choices for a FPS out there.	8/27/2016 12:08 AM
332	A mix of Cod guys meets CS movement	8/26/2016 11:53 PM
333	Back to the roots ww2 shooter with focus on teamplay and comms! A better looking dods version for real man.	8/26/2016 11:50 PM
334	FUN OLD SCHOOL WW2 ERA GAME!	8/26/2016 11:45 PM
335	One of the best coming WW2 shooter these days.	8/26/2016 11:43 PM
336	DOD, COD:UO and Insurgency had a 3way spawning DOI who never finds out who their father is	8/26/2016 11:41 PM
337	Infantry focused WW2 shooter with the perfect dose of realism.	8/26/2016 11:40 PM
338	Realistic and fun.	8/26/2016 11:38 PM
339	Call of Duty + Battlefield + Counter-Strike = Day of Infamy	8/26/2016 11:27 PM
340	Like the original Call of Duty or Medal of Honor but with updated graphics.	8/26/2016 11:23 PM
341	"You received a copy of Day of Infamy" (yes, I did)	8/26/2016 11:21 PM

342	A well done World War 2 spin on insurgency.	8/26/2016 11:18 PM
343	A little bit easier than Resistance and Liberation, but still very fun.	8/26/2016 11:17 PM
344	A really enjoyable realism-focused WWII shooter. Tight controls too.	8/26/2016 11:12 PM
345	WW2 insurgency, or die to one stray MG bullet simulator.	8/26/2016 11:08 PM
346	Good WWII game with coop and PVP modes.	8/26/2016 10:53 PM
347	DoD:S & RO2, but better.	8/26/2016 10:52 PM
348	A great WW2 FPS	8/26/2016 10:26 PM
349	CoD 2 meets Red Orchestra/ArmA (or just WW2 insurgency, which alone is amazing!)	8/26/2016 10:20 PM
350	A cross between Darkest Hour and Day of Defeat.	8/26/2016 10:12 PM
351	Like the gameplay of Day of Defeat meets the tactics of Red Orchestra.	8/26/2016 10:11 PM
352	Absolutely amazing if you like Arma and realistic WWII shooters.	8/26/2016 10:10 PM
353	insurgency but with a WW2 reskin	8/26/2016 10:07 PM
354	Just like Insurgency except it's WW2.	8/26/2016 10:06 PM
355	awesome ww2 shooter from NWI	8/26/2016 10:03 PM
356	Day of Defeat + Insurgency + a bit of the old Call of Duty.	8/26/2016 10:03 PM
357	WWII Insurgency.	8/26/2016 10:00 PM
358	Like a tuned up Day of Defeat.	8/26/2016 9:57 PM
359	Low hanging fruit description is "Insurgency in WWII" but that's not accurate. I bring up the tactics that are required due to limitations of that era's weapons compared to those used in "modern or sci-fi" shooters. And it has more of a "troop movement" feel to the infantry compared to the way you can move in Insurgency with a geared up Operator.	8/26/2016 9:56 PM
360	An awesome WW2 shooter that doesn't hold your hand and has gameplay that feels gritty and real. Amazingly imersive and a great shooter.	8/26/2016 9:49 PM
361	a gritty WWII, insurgency-like game with a realistic touch to it.	8/26/2016 9:48 PM
362	A better, more awesome'er version of DODs with so much potential.	8/26/2016 9:45 PM
363	It's a great game from the guys that did Insurgency; they still have lots of improvements to make, but they make good progress. Buy it!	8/26/2016 9:34 PM
364	CSGO and RO2 had a baby	8/26/2016 9:32 PM
365	As a ww2 semi-realistic fps. That also has great atmosphere and game play..	8/26/2016 9:31 PM
366	Day of Defeat meets Call of Duty 2	8/26/2016 9:29 PM
367	A blend of Day of Defeat: Source and Red Orchestra with decent teamplay and fun gameplay. Doesn't push realism so far that the game isn't fun, but has enough to make someone into their history happy.	8/26/2016 9:24 PM
368	If DoD and Insurgency had a baby	8/26/2016 9:24 PM
369	Lethal, loud weapons that kick like mules. Old school in good and bad ways. Not polished enough yet to warrant the \$20.	8/26/2016 9:23 PM
370	Its the most brutal and gritty WW2 game out there. Charge the beaches with your friends, burn some Germans in the bunkers, get your legs blown off, all fun things.	8/26/2016 9:19 PM
371	fun game	8/26/2016 9:19 PM
372	If you liked the old WW2 games, you must buy Day of Infamy! Mature players, no kiddies.	8/26/2016 9:16 PM
373	Buy it. Hurry up. Get online, I need support.	8/26/2016 9:13 PM
374	Red Orchestra 2 and Insurgency had a baby.	8/26/2016 9:10 PM
375	A WW2 version of "Insurgency"	8/26/2016 9:06 PM
376	Great tactical WW2 shooter.	8/26/2016 9:03 PM
377	if you like Red Orchestra, Insurgency, squad... Day of Infamy deserves to be in the library.	8/26/2016 9:03 PM
378	Insurgency with a ww2 skin	8/26/2016 8:58 PM
379	"Insurgency, but WWII"	8/26/2016 8:56 PM
380	Realistic in a fun way that challenge you	8/26/2016 8:53 PM
381	A fun WWII game that's extremely realistic. Nothing like COD or other popular FPS games out there.	8/26/2016 8:53 PM
382	A squad based WW2-era tactical FPS.	8/26/2016 8:51 PM
383	Assuming my "friend" is already in the tactical (WW2) shooter niche, I'd tell him that it is either "Insurgency in WW2", or that it is "a mix between RO2 and DoD:S" I guess. I'm bad at making up conversations, heh.	8/26/2016 8:50 PM
384	A WW2 FPS squad based shooter with a keen sense of detail towards weaponry of the era.	8/26/2016 8:50 PM
385	Source engine pushed to its absolute limits, a modern take on Day of Defeat with a way slower pace, strategical encounters and semi realistic but enjoyable gun mechanics.	8/26/2016 8:50 PM
386	"what call of duty should have been"	8/26/2016 8:49 PM
387	Ever wanted Shellshock? Of course not, but you'll get it anyway. DoD has all the beauty of Insurgency with extras designed for WWII. It's banging.	8/26/2016 8:49 PM
388	Like Insurgency but just in WW2 and slide diffrently, like with artillery.	8/26/2016 8:47 PM
389	Similar to Insurgency but WW2	8/26/2016 8:46 PM
390	Its a great game	8/26/2016 8:41 PM
391	day of defeat but more realistic and much better game play	8/26/2016 8:38 PM
392	its insurgency but ww2	8/26/2016 8:35 PM

393	A barebones WW2 game about infantry combat with realism but not so much as its like verdun/red orchestra.	8/26/2016 8:34 PM
394	Insurgency with WW2	8/26/2016 8:29 PM
395	Day of Defeat Source + Insurgency	8/26/2016 8:28 PM
396	A WWII shooter similar to Red Orchestra, but not as complex (at least not yet).	8/26/2016 8:26 PM
397	Ultra-Realistic Hardcore Tactic-shooter. You die within 1 or 2 bullets. It's fun if you understand the maps.	8/26/2016 8:24 PM
398	Battlefield meets Arma meets COD.	8/26/2016 8:23 PM
399	Like Insurgency in WWII.	8/26/2016 8:16 PM
400	Refreshing take on the WWII shooter.	8/26/2016 8:15 PM
401	like Insurgency but in WWII.	8/26/2016 8:14 PM
402	"Spiritual successor to Day of Defeat from the creators of Insurgency" (which hints at the tactical shooter aspects)	8/26/2016 8:07 PM
403	Fun mix between run 'n gun and realism CQC WWII shooter.	8/26/2016 8:07 PM
404	YEEEEEEEESSSSSSS	8/26/2016 8:06 PM
405	A good WW2 shooter with a lot of potential	8/26/2016 8:06 PM
406	WW2 FPS sim	8/26/2016 8:04 PM
407	WW2 shooter that requires teamwork and communication	8/26/2016 7:59 PM
408	Insurgency in WW2, A game for people who miss the days of DoD, CoD 2,..... Not arcade but also not too "hardcore realistic"	8/26/2016 7:59 PM
409	More realistic WWII FPS	8/26/2016 7:58 PM
410	Hardcore squad based fps ! If you are a WW 2 fan you are gonna love it !	8/26/2016 7:58 PM
411	cod + battlefield	8/26/2016 7:57 PM
412	WW2 Realistic FPS	8/26/2016 7:54 PM
413	first person shooter, ww2 multiplayer combat	8/26/2016 7:54 PM
414	Shooty shooty butt scooty	8/26/2016 7:50 PM
415	Like the most genuine and homely Red Orchestra 1 mod on the face of the planet. It is as if Darkest Hour and the source engine had a beautiful child.	8/26/2016 7:50 PM
416	Day of Defeat reincarnation.	8/26/2016 7:49 PM
417	As a tactical team play oriented WW2 shooter, which is easy to learn with a high learning curve. Also its more realistic than CoDs etc. but has better controls than Arma and is fun to play.	8/26/2016 7:49 PM
418	Oldschool realistic shooter. With great guns and sounds. Not for the rushy people, but for the slow kind who take it easy.	8/26/2016 7:47 PM
419	A very realistic and punishing WW2 First person shooter	8/26/2016 7:44 PM
420	A casual version of Red Orchestra 2(it's nothing bad though)	8/26/2016 7:44 PM
421	Frustrating sometimes, but usually fun.	8/26/2016 7:43 PM
422	Resistance and liberation meets Insurgency or insurgency WW2	8/26/2016 7:43 PM
423	An epic realism WWII game with extreme potential	8/26/2016 7:35 PM
424	Best Early Access Game ever.	8/26/2016 7:33 PM
425	If he knows Insurgency = upgraded Insurgency in ww2. If he doesn't know Insurgency (He's dead to me) = upgraded and more beautiful DOD:S/DOD If he doesn't know DOD or any other similar game to doI = I would flip him off	8/26/2016 7:28 PM
426	AMAZING	8/26/2016 7:27 PM
427	Intense team-based tactical shooter set in WWII	8/26/2016 7:27 PM
428	Just Fu*kin Get it n shutup.....it works tho.	8/26/2016 7:24 PM
429	World war 2 shooter that's team based.	8/26/2016 7:20 PM
430	WW2 version of Insurgency	8/26/2016 7:20 PM
431	Like Day of Defeat and Insurgency had a baby - and it's incredible!	8/26/2016 7:18 PM
432	An intense WW2 shooter with teamplay elements.	8/26/2016 7:17 PM
433	Games difficult, but rewarding and fun. Plus the British are in it.	8/26/2016 7:16 PM
434	Yes, and i did it :)	8/26/2016 7:15 PM
435	insurgency at ww2 - fun as hell.	8/26/2016 7:15 PM
436	Realistic strategy ww2 shooter.	8/26/2016 7:13 PM
437	Insurgency with a WW2 theme + more emphasis on teamwork through the officer / radio synergy.	8/26/2016 7:10 PM
438	A gem in the making, with good potential, but needing work on mostly balance (specially offensive game mode) and bug and glitch fixes	8/26/2016 7:09 PM
439	An incredibly good value game for everything you get.	8/26/2016 7:06 PM
440	A cool WWII game with good gun mechanics and great sniping.	8/26/2016 6:55 PM
441	Quasi-realism WW2 shooter, awesome.	8/26/2016 6:50 PM
442	Very good not bad simulator	8/26/2016 6:49 PM

**Q23 (Optional) How would you describe Day of Infamy compared to other WWII shooters?**



Answered: 394 Skipped: 419

#	Responses	Date
1	same as Call of Duty less like insurgency.. a negative.	11/10/2016 1:53 AM
2	Very similar.	9/29/2016 6:58 PM
3	Realistic/tactical	9/16/2016 2:54 PM
4	It is more realistic than others and it have no shit like ranking or medals.	9/15/2016 12:21 PM
5	Better!	9/15/2016 7:40 AM
6	More brutal, more teambased	9/15/2016 4:28 AM
7	Medal of Honor Allied Assault.	9/14/2016 4:58 PM
8	newer and less arcade like than day of defeat source. A MILLION TIMES better than any CoD in WW2 ever was. No vehicles or huge maps as in BF1942	9/14/2016 1:38 PM
9	Reminds me of Day of Defeat.	9/14/2016 2:47 AM
10	One of the better recent releases	9/13/2016 2:58 PM
11	equal to better with more development.	9/13/2016 7:47 AM
12	Better than most WW2 shooters. Would be better with open mod support and bigger maps to allow players a immersive Tactical Realism experience. No HUD, HARDCORE gameplay where your next step could be your last!	9/13/2016 7:32 AM
13	I enjoy the challenging maps, even if they are a bit unbalanced right now. I like the challenge and teamwork needed to win on some of the assault gamemodes.	9/13/2016 6:21 AM
14	I would describe day of infamy a bit faster paced than most other realistic WW2 shooters like Red Orchestra 2.	9/13/2016 3:45 AM
15	Very realistic and fun	9/12/2016 9:11 PM
16	Much More Realistic	9/12/2016 6:29 PM
17	Extremely atmospheric and immersive. I love the battle chatter. "needs to reload under fire" "Shit shit shit" .D	9/12/2016 6:10 PM
18	More hardcore gameplay	9/12/2016 5:53 PM
19	arcadey visual realism	9/12/2016 5:52 PM
20	The best one	9/12/2016 5:47 PM
21	The closest I can see is Red Orchestra 2, both have a high damage model (in many cases, 1 bullet is enough to kill you) but they differ in battle scales. RO2 offers much larger and open battles whereas DoI offers much more close quarters fighting. DoI offers better control over your gear and has much less movement glitches, however RO2 offers a few extra movement features (sprint-crouching, diving to prone, leaning while prone). RO2 does a slightly better job of the German MGs, not only giving them access to different magazines and belts but having the barrels overheat. RO2's bipod's are a little easier to use and tend to be a little harder to accidentally knock off but you can only aim with MGs whilst using a bipod.	9/12/2016 5:43 PM
22	What Red Orchestra should be, but isn't.	9/12/2016 4:15 PM
23	much better and much more simple.	9/12/2016 3:58 PM
24	Similar to Red Orchestra 2 with better movement prefer the jump and crouch rather than climb icon	9/12/2016 3:33 PM
25	Not as good as Red Orchestra 2/RO2 but not as bad as pretty much every other that came out in the last ten years	9/12/2016 7:16 AM
26	More challenging	9/12/2016 4:52 AM
27	Heroes & Generals is better	9/11/2016 4:32 PM
28	compared to DOD/DODS its similar (which is good) compared COD its waaaaaaaaaaaaaay better (i dont care its old) compared to RO2 i think better graphics but i dont know about the gameplay itself	9/11/2016 6:36 AM
29	It holds its ground, but it's rough around the edges.	9/11/2016 1:41 AM
30	Fantastic, on par with day of defeat.	9/10/2016 7:27 PM
31	Something that companys should follow because you guys executed it perfectly	9/10/2016 6:47 PM
32	AMAZINGLY Better and less complicated to most WWII games (ex: Verdun, Red Orchestra)	9/10/2016 12:47 PM
33	My benchmark is RO2 - I consider that the yardstick of WW2 shooters. Against this - DoI is a semi realistic game that is a great deal of fun through its faster pace and short time to kill.	9/10/2016 12:18 PM
34	Lovely, really stands out like Red Orchestra/Rising Storm did, and is definately the reincarnation of Day of Defeat	9/10/2016 10:10 AM
35	more realistic than other games, very new	9/10/2016 3:11 AM
36	the best	9/9/2016 11:20 PM
37	smoother gameplay and nearly bugfree, but less tactical gameplay as Red Orchestra 2 (which is not bad)	9/9/2016 10:53 PM
38	Cramped.	9/9/2016 9:38 PM
39	DoI is 80% red orchestra, 20% CoD.	9/9/2016 7:23 PM
40	tactical, team-based objective capture/defence FPS	9/9/2016 4:57 PM
41	more arcadey compared to red orchestra, more in depth than CoD or DoD	9/9/2016 4:56 PM
42	Leaning more towards MILSIM side of thing with things like RO2 without going full ARMA. On a scale between ARMA and Quake/UT, it falls more towards ARMA than COD?Medal of Honor. I'd classify it a semi-realistic shooter aka my fave kind	9/9/2016 2:40 PM
43	Most WWII shooters I know of are quite old. The last one I played a lot was CoD 2. I would emphasize the feel of the game and the smoothness of the gameplay.	9/9/2016 8:30 AM
44	better than most	9/9/2016 5:24 AM
45	very good compare to other.	9/9/2016 2:20 AM

46	Smaller scale than RO2/RS but much more intense	9/9/2016 2:04 AM
47	Fills the niche need for Nazi music in game.	9/9/2016 2:02 AM
48	more action packed and intense	9/9/2016 12:29 AM
49	nitty and gritty arcade realism	9/9/2016 12:05 AM
50	more realistic than the older Call of Duties	9/8/2016 11:50 PM
51	more accurate, more real fps	9/8/2016 9:09 PM
52	more realistic satisfyingly hard	9/8/2016 4:18 PM
53	DoD but more realistic. Insurgency / Squad but WW2	9/8/2016 3:53 PM
54	lacking	9/8/2016 11:22 AM
55	A more tactical game, and teamwork driven one. Simple and logical.	9/8/2016 10:34 AM
56	AI missions, Private servers, LAN support let you create a game that will match your style.	9/8/2016 8:28 AM
57	Needs some improvements in the game moves to be different of insurgency and thus being unique	9/8/2016 7:59 AM
58	gritty,realistic,loud and a hell of a lot of fun.	9/8/2016 6:22 AM
59	Well, it is the most realistic shooter I know	9/8/2016 5:55 AM
60	haven't played many other WW2 games	9/8/2016 5:44 AM
61	the best for what it tries to do, not quite as crazy as Red Orchestra, but not as pathetically stupid as Call of Duty	9/8/2016 4:32 AM
62	Better interface, better maps, better game modes, better dialogue options and, best of all, fire support	9/8/2016 3:58 AM
63	Better.	9/8/2016 3:49 AM
64	I would consider DoI to be the most realistic WW2 shooter ever made. I've heard Red Orchestra is similar, but haven't tried to know for sure. Outside of that I've not heard anything that comes close.	9/8/2016 3:47 AM
65	Better graphics, but the same great simple mechanics that made early first person shooters great.	9/8/2016 3:47 AM
66	It's more hardcore, but still quite enjoyable.	9/8/2016 3:37 AM
67	I like it a lot more than some like COD:WAW, however for now Red Orchestra 2 takes first place to me.	9/8/2016 3:16 AM
68	Innovative, infantry only shooter.	9/8/2016 2:59 AM
69	realism to the extreme and a lot more difficult to master.	9/8/2016 2:25 AM
70	More hard core/realistic, more team and tactics focused	9/8/2016 2:02 AM
71	Faster paced compared to RO2.	9/8/2016 2:00 AM
72	Great teamwork oriented FPS without having to worry about being run over or strafed.	9/8/2016 1:33 AM
73	They are unforgiving and hardcore. But not as realistic as Red Orchestra games.	9/8/2016 1:16 AM
74	Red Orchestra 2 / Rising Storm's better, but good for casual gamers.	9/8/2016 1:15 AM
75	Spiritual successor to Day of Defeat except it has iron sights.	9/8/2016 1:11 AM
76	different enough	9/8/2016 12:54 AM
77	its fun, i like the one shot you are dead mechanic, but other than that its not quite as unique than some other games ive played	9/8/2016 12:41 AM
78	more realistic	9/8/2016 12:39 AM
79	I think it's step up compared to other WWII shooters. It offers complexity to make it different from the arcade shooters of Call of Duty, but doesn't make it too lacking or confusing like the Red Orchestra series.	9/8/2016 12:33 AM
80	havnt really played many current ones. i was too burned from CoD and avoided FPS for a little. but the ones i remember were before the days of online coop soo huge fucking improvment.	9/8/2016 12:31 AM
81	The best there is	9/8/2016 12:10 AM
82	you are a normal soldier, not some main character that has the best of the best black op equipment. here is your garand and a bayonet go take that hill!	9/8/2016 12:09 AM
83	At the moment, I find myself still going back to Day of Defeat 1.3, it is my favorite multiplayer shooter of all time after all. But I feel that as Day of Infamy progresses and improves, it will take that honor from Day of Defeat and with coop and singleplayer missions rival that of Brothers In Arms as my favorite world war 2 singleplayer/coop game.	9/7/2016 11:56 PM
84	Better	9/7/2016 11:25 PM
85	I think it has its place because beides red orchestra 2 (which is now old), there ant many new ww2 strategic or just not to many ww2 games out right now. I think the timing is perfect.	9/7/2016 11:10 PM
86	If Day of Infamy adds the pacific theater of war then it would be the best world war two shooter out there	9/7/2016 11:02 PM
87	You actually have to exhibit teamwork and tactics.	9/7/2016 11:02 PM
88	Probably	9/7/2016 10:53 PM
89	More realistic and requires communication and teamwork	9/7/2016 10:41 PM
90	Halfway between a bullshit game like COD and a super realistic game.	9/7/2016 10:35 PM
91	Far more realistic	9/7/2016 10:07 PM
92	Gritty and realistic(the likes of after firing a burst from weapon smoke from barrel moves as it would naturally dependent on players movement - thats the sort of detail in the game, although that came from Insurgency you get the idea.	9/7/2016 9:53 PM
93	Not 10 years old.	9/7/2016 9:13 PM
94	Slow paced, yet have its moments of fast action in your surroundings and not holding your hand all the time in which other casuals FPS games do.	9/7/2016 9:09 PM
95	Team work orientated, not run and gun	9/7/2016 8:55 PM

96	More accurate and realistic	9/7/2016 8:51 PM
97	The industry REALLY needs a new WWII shooter, and I believe Day of Infamy is just that option. I've purchased several copies, I run two servers, and am building custom maps for the game at this time. I believe that a comparison cannot really be drawn at the moment because nothing is quite like Day of Infamy. It is truly a great game!	9/7/2016 8:46 PM
98	A light version of red orchestra. Not as large scale.	9/7/2016 8:45 PM
99	you get shot, you die in DOI, a breath of fresh air in my opinion	9/7/2016 8:45 PM
100	A more heavily layered Day of Defeat with the good bits of older WW2 shooters mixed in.	9/7/2016 8:25 PM
101	It has artillery, flamethrowers, and guns behave as they should. Historical accuracy++	9/7/2016 7:50 PM
102	Its obviously deprived of variety. Could use more maps, better objectives interaction (think Wolfenstein: Enemy Territory), more player models (or even a way to customize players models like facial characteristics or uniforms. This wouldn't compare it,instead would make it better. Very few WWII go to lengths to diversify or enhance an already known conflict.	9/7/2016 7:46 PM
103	underappreciated	9/7/2016 7:42 PM
104	Better single player than most. I also like Forgotten Hope 2. I wish your bots where on Forgotten Hope 2 maps with all of FH2's vehicles, weapons, etc. FH2 has bigger maps, vehicles, more weapons and gadgets. Combine that with your intelligent bots and it would be perfect.	9/7/2016 7:32 PM
105	Much better than most other options. But with more coming it's hard to say how it will stack up.	9/7/2016 7:17 PM
106	Less realistic than RO2/RS but more fast-paced. But more realistic than pretty much anything else.	9/7/2016 7:15 PM
107	Easy to learn and less arcade and focuses more on a simulation side of the genre	9/7/2016 6:39 PM
108	Much more grounded in reality, great ability to make a great atmosphere.	9/7/2016 6:36 PM
109	Focused more on team oriented objective taking then most I have seen.	9/7/2016 6:21 PM
110	Better than most, still needs work. More maps mostly.	9/7/2016 6:20 PM
111	Even better than medal of honor allied assault	9/7/2016 6:15 PM
112	Better performance than Red Orchestra 2 and best simulator than Day of Defeat	9/7/2016 6:10 PM
113	A LOT more intense than COD1/2.	9/7/2016 5:59 PM
114	It's something between old call of duty and red orchestra .	9/7/2016 5:54 PM
115	More realistic and engaging than Call of Duty, but less so than Red Orchestra.	9/7/2016 5:54 PM
116	one of the best I've ever played, if not the best	9/4/2016 9:02 PM
117	one of the best	9/3/2016 12:48 AM
118	It is in its Alpha stages so I do not want to compare it to games such as RO2, but personally I'm loving the game, Americans, Brits and Germans. Hopefully Russians and Japs too?	9/2/2016 11:05 PM
119	Difficult but rewarding, just like all ww2 shooters. The thing is that this game is average but fun, but it really needs more work because you good people must make it stand out, I see influences in the game modes from other games. And I think that's the key to being unique: more gamemodes. maybe a gamemode where you have a series of objectives where you for example need to assault an enemy ai convoy. While one team of players will try to defend the convoy from being destroyed, the attacking team could lay out an ambush position and place mines while the defending team can run ahead of the convoy to try and prevent the ambushes until it reaches it destination(the convoy comes from across a bridge and travels along a road), for example a command post. Then once the convoy has been dealt with the attackers need to to take out the bridge(using bombs that you don't need to equip and only hit a button at certain spots) to prevent tank reinforcement. (if the time runs out the attackers loose) Then the attackers should take out the remaining resistance at the command post and win. I think a scenario like this would be more interesting then the go there capture this spot red orchestra style. But this is just my opinion. But I hope you do something like my example because I have never seen something like that in a ww2 shooter. Or you could make a gamemode where you have to capture enemy fuel like german ww2 elite soldiers did and everyone gets to wear the same uniform which means that the enemy has to figure out who's stealing the fuel, maybe there could be sabotage involved also? Again this is just my opinion/example. All im saying is that I think this game needs to be more unique. Don't get me wrong it's still a good game.	9/2/2016 1:48 AM
120	Similar to DoD:Source, only better and with more features.	9/1/2016 5:49 PM
121	Realistic	9/1/2016 3:27 PM
122	The best	9/1/2016 2:12 PM
123	Hardcore, More team oriented, less 'rushy'. You dont play for the kills in here, objectives based	9/1/2016 11:03 AM
124	Dramatic and intense infantry focused, objective based combat with diversity of modes.	9/1/2016 9:29 AM
125	More teamwork focused and realistic than games such as World at War	9/1/2016 5:55 AM
126	better	9/1/2016 4:49 AM
127	More intense and realistic without being bogged down by a need to be ultra realistic.	9/1/2016 3:34 AM
128	It's a mixture between "realistic" shooters like Red Orchestra, and also the arcade style games like COD	8/31/2016 11:30 PM
129	Better sense of teamwork	8/31/2016 10:30 PM
130	Tries it best to keep the focus on teamplay, as long as the devs keep on it pushing it more far to this direction. Thankfully not another W+Mouse1 WWII shooter.	8/31/2016 9:49 PM
131	Needs work	8/31/2016 9:04 PM
132	The gunplay is smoother than many others. Games like Red Orchestra 2 are awkward and clunky. The gameplay itself is slower-paced compared to COD and other WW2 shooters.	8/31/2016 8:52 PM
133	The best!!!	8/31/2016 6:57 PM
134	Like Red Orchestra but more focused on closed quarters combat. Therefore less frustrating, because most of the times you can at least see the enemy who killed you...	8/31/2016 6:52 PM
135	More basic and grounded in reality.	8/31/2016 3:37 PM
136	less insta-sniper death than RO2 (could still be less, please limit sniper class more), more running and gunning	8/31/2016 3:12 PM

137	I think that DoI took 5 steps back in the right direction. Its main focus seems to be on gameplay, and thats were it should be.	8/31/2016 11:59 AM
138	Red Orchestra 2 Lite	8/31/2016 8:32 AM
139	A very good middle ground between arcade, like Call of Duty and Day of Defeat, and realistic like Red Orchestra.	8/31/2016 7:57 AM
140	Fast, brutal, unforgiving. Not as arcadey as something like Call of Duty 2 or Day of Defeat.	8/31/2016 6:02 AM
141	I don't have to much experience playing with other WWII games. But I can tell it's pretty unique as it has grit and a certain element of realism.	8/31/2016 5:58 AM
142	SMaller maps and much easier to get into. Less punishing and better graphics	8/30/2016 11:20 PM
143	Better in the realistic game play, but still needs to be polished	8/30/2016 10:31 PM
144	More Realistic and more Immersive	8/30/2016 10:02 PM
145	Superior.	8/30/2016 10:02 PM
146	At this point it's most like RO2, I would say. There aren't many contemporary competitors in this market. BF1 will attract an entirely different, and more casual fan base.	8/30/2016 7:12 PM
147	Fast paced, very deadly gameplay on medium size maps that put you in the action quickly, but still offer room to flank and outplay the enemy.	8/30/2016 6:46 PM
148	Similar to day of defeat gameplay	8/30/2016 5:10 PM
149	One of the best, but in EA.	8/30/2016 7:43 AM
150	best of new breed	8/30/2016 1:34 AM
151	Better, more competitive, faster, arcade fps, not a boring war sim.	8/30/2016 1:34 AM
152	Back to the roots.	8/29/2016 10:52 PM
153	Best one I've played since call of duty 2.	8/29/2016 9:33 PM
154	Imagine World at War on steroids.	8/29/2016 9:25 PM
155	Tactical,	8/29/2016 5:58 PM
156	Slower, more challenging than CoD, but not quite as grand of scale as Red Orchestra.	8/29/2016 5:24 PM
157	Definitely among the best ww2 fps titles - Alongside red orchestra 2/ostfront.	8/29/2016 4:31 PM
158	kinda realistic great maps and weapon choice with good histocal background	8/29/2016 4:30 PM
159	More hardcore (no HUD and such).	8/29/2016 4:12 PM
160	Harder	8/29/2016 1:34 PM
161	Like cod one, which I loved. Love that it is complex while maintaining good gameplay, with options for players to work together or go solo, something for everyone	8/29/2016 12:38 PM
162	Not as hard core as Red Orchastra, but more tactical than Call of Duty	8/29/2016 12:03 PM
163	Most other shooters don't have very realistic combat mechanics unlike DOI	8/29/2016 12:03 PM
164	It is the most recent. So its smother, looks WWWWWAAAAAAYYYYYY better, and the community has an input in it.	8/29/2016 10:13 AM
165	Very immersive.	8/29/2016 9:53 AM
166	A breath of fresh air in a setting that many would consider not worth bothering revisiting.	8/29/2016 9:05 AM
167	I played lot of wwII shooters (BF1942, CoD 1,2 and WaW, RO 1 and 2, all MOH, DoD and DoDs) and I must say DoI is one of the best, but please add some new maps, especially in france and maybe eastern front sometime? :)	8/29/2016 9:03 AM
168	Heroes and Generals is really the only other WWII game I've played which has its similarities. But H&G doesn't have flame throwers so...	8/29/2016 8:43 AM
169	Not shit	8/29/2016 5:02 AM
170	Treading an acceptable line between arcade and realism without being bogged down by either genre.	8/29/2016 4:24 AM
171	better for the most part, no goofy class unlock system or level up to use weapons, more realistic and intense with its physics	8/29/2016 2:49 AM
172	Superior in almost every way aside from lack of more factions.	8/29/2016 2:38 AM
173	Well-rounded, more social	8/29/2016 12:19 AM
174	harder but more realistic	8/28/2016 11:49 PM
175	Much more realistic and intense.	8/28/2016 11:43 PM
176	Superior.	8/28/2016 11:20 PM
177	I havent played much recent WWII shooters, and i dont know if i can compare to CoD2 or Medal of Honor since they are somewhat old. It is quite different from Red Orchestra, so it is hard to compare. In a way it is more forgiving to mistakes. I don't think that is a bad thing, but it is also somewhat less atmospheric.	8/28/2016 9:54 PM
178	nice fast pace if your willing to be fast but i have the idea that not a lot of people know what the objective is in most of the gametypes	8/28/2016 9:36 PM
179	It's a lot more compact than Red Orchestra 2 (still my favorite, sorry I just like bigger maps and the feeling of actual war) and a lot faster in terms of kill and death flow.	8/28/2016 9:14 PM
180	Just in the very manner of your question, the rest are just "shooters". Shoot the enemy, no objectives, it's all about the individual, never about teamwork. Day of Infamy is all about the squad, playing as a team, great communication, focuses on the objectives.	8/28/2016 8:49 PM
181	- more realistic but no simulation (like arma, Red orchestra)	8/28/2016 8:24 PM
182	Like medal of honor allied assault with better graphics, more guns, and realistic damage.	8/28/2016 7:24 PM
183	Still hardcore but more accessible than red orchestra 2. It also doesn't look like everything is covered in vaseline like a UE3 game.	8/28/2016 6:50 PM
184	More lethal and requires more tactics.	8/28/2016 6:20 PM

185	its like insurgency in ww2. (thats a good thing :)	8/28/2016 5:47 PM
186	Different. More emphasis on MP. Shorter, more intense firefights. Small maps compared to RO2.	8/28/2016 4:10 PM
187	It is more realistic with an appropriate time to kill for that era.	8/28/2016 4:02 PM
188	MoH Allied Assault with a more realistic gameplay that does not slow down the way the character moves like in ArmA 3 and the game is not getting slower because the better teams 'camp' the good spots / not as much like in RO2	8/28/2016 3:49 PM
189	Great to try out	8/28/2016 3:43 PM
190	fun !	8/28/2016 3:20 PM
191	very good	8/28/2016 3:10 PM
192	fast pace	8/28/2016 12:33 PM
193	it s a mix beetween heroes of the west & day of defeat	8/28/2016 12:18 PM
194	Comparable with the nostalgia of CoD 1 & 2, DoD, MoH:Allied Assault, and a few others I'm prolly missing at this moment, but you get the hint :)	8/28/2016 11:11 AM
195	Day of infamy is mkre accessible as a ww2 shooter and I think it is easier to understand and play as a team.	8/28/2016 10:45 AM
196	Arcadey	8/28/2016 9:29 AM
197	its decent compared to others	8/28/2016 7:58 AM
198	Realistic, gritty	8/28/2016 7:10 AM
199	Less arcadey/more realistic.	8/28/2016 6:35 AM
200	Has potential, needs to keep to its core mechanics of aim ability and tactics.	8/28/2016 6:16 AM
201	Promotes more teamwork.	8/28/2016 3:53 AM
202	better than dod:s but would like to see the grittyness of dod 1.3 come back	8/28/2016 3:34 AM
203	As a good mix between fast paced and long firefights.	8/28/2016 3:15 AM
204	semi-realistic	8/27/2016 11:53 PM
205	Not sure it's fair to compare it to other WW2 shooters since we haven't had one in years.	8/27/2016 11:37 PM
206	More Realistic and Teamwork based than other WWII Shooters.	8/27/2016 10:41 PM
207	Unlike other games, DoI doesn't feel like any other modern time shooter without laser sights and crazy long time to kill. You actually need a brain to do well in DoI.	8/27/2016 10:06 PM
208	It's unique in the aspect that it's a slightly slower pace then the AAA shooters and that you die in 1-2 shots.	8/27/2016 9:19 PM
209	Red orchestra without the bullshit	8/27/2016 8:35 PM
210	Its very close to Red Orchestra 2, but very different in the way the game is played, Red Orchestra you actually had to be smart to play, because automatic weapons were not so easy to use and were fewer compared to DoI and had much greater ranges, so the bolt-action rifles were the common weapon for most players.	8/27/2016 8:26 PM
211	better than day of defeat source and the upcoming ww2 shooter games	8/27/2016 8:23 PM
212	Perfect. Yes Red Orchestra 2 has larger battles and "requires" teamwork, but the combat and shooting just felt sluggish, or I didn't quite feel completely in control of the character - it feels perfect in DoI.	8/27/2016 7:59 PM
213	Much more hardcore much like Red Orchestra however it is much more fast paced	8/27/2016 6:32 PM
214	more realistic but still lacking a few things	8/27/2016 5:11 PM
215	DoF is harder but i dont know its more addictable :p	8/27/2016 4:57 PM
216	I could finally unistall COD2. Not clunky like RO, RO2. Has everything I liked about the original WW2 FPS games, but updated.	8/27/2016 4:49 PM
217	More realistic	8/27/2016 4:24 PM
218	Fantastic balance between casual and sim.	8/27/2016 4:20 PM
219	NWI attempt at a WW2 shooter, very similar to DOD	8/27/2016 4:14 PM
220	Smooth, light	8/27/2016 4:10 PM
221	More objective based.	8/27/2016 3:49 PM
222	Smaller but more forgiving than RO2	8/27/2016 3:27 PM
223	It's a culmination of all the ww2 shooters, taking all the good aspects of the old ones and putting them together in this modern and nostalgic first person shooter.	8/27/2016 2:55 PM
224	A perfect balance of action and strategy. Games like Verdun are too realistic, and it leads to yawn fests going from trench to trench. Battlefield is more of multiple Rambo running around like idiots with no tactics. DoI hits the perfect spot in the middle where I can enjoy it as a game, but have to stratigize efficiently.	8/27/2016 2:53 PM
225	Less frustrating than RO2	8/27/2016 2:22 PM
226	Blend between RO and Day of defeat	8/27/2016 1:33 PM
227	Better than most	8/27/2016 12:51 PM
228	There are few current WWII shooters to compare to. The elephant in the room is Red Orchestra 2, and my impression is that Day of Infamy has a less steep learning curve. A new player doesn't necessarily need to understand more advanced gameplay mechanics in order to succeed. The balance between raw reflexes/aiming precision vs map knowledge/positioning tilts slightly more towards reflexes in Day of Defeat then Red Orchestra.	8/27/2016 12:41 PM
229	great gun handling and feeling, unike gameplay, u will fear for your virtual life since in this games every bullet can oneshot. team aspect and cool com systems(radio, alltalk when you are near enemys etc)	8/27/2016 12:25 PM
230	doi have better movement and control mechanism	8/27/2016 11:05 AM
231	A perfect mix of realism and arcade.	8/27/2016 10:59 AM
232	A fast paced, tactical and hardcore shooter.	8/27/2016 10:55 AM

233	There's much more tactics than in other shooters, and less skillable playing style	8/27/2016 10:42 AM
234	Not stupid! No micro-transactions. YAY!	8/27/2016 10:36 AM
235	Realistic approach in the mechanics, though reloading is sometimes too slow on support weapons esp the Bren and Bar	8/27/2016 10:31 AM
236	More tactical than most and free of any pay2win or paywall features.	8/27/2016 10:25 AM
237	Not great but not bad ether just missing things like Vehicles,Factions(Russians and Japanese) Which are offered in games like Red orchestra 2/Rising Storm	8/27/2016 9:48 AM
238	Time has been taken to get as much detail and realism as is feasible	8/27/2016 9:17 AM
239	Fantastic. Top of the pile. Just nice to see another WWII shooter.	8/27/2016 9:15 AM
240	cross between DOD and RO	8/27/2016 9:00 AM
241	I play a lot of H&G, this has a better atmosphere and better physics in terms of shooter elements. More hardcore, less customization and less expansive with battle types and game modes. This is a lot smaller map sizes too.	8/27/2016 9:00 AM
242	Much better than other shooters that I can remember of due to the realism, except for Battlefield.But the aspect of realism and the GREAT way on how communication works with a radioman and the local chat. (Summery: Much better than other ones I've played)	8/27/2016 7:15 AM
243	More tactical aspects (cover system, deadly damage) Emphasis on realism	8/27/2016 7:14 AM
244	Simple design but fun. It can really became a great game	8/27/2016 7:00 AM
245	It's RO2/RS with a faster pace.	8/27/2016 6:49 AM
246	It's definitely a bit more arcade-y than other shooters, but a lot more organized and easier to get into.	8/27/2016 6:46 AM
247	on par with RO2/RS	8/27/2016 6:24 AM
248	Hard to, not much else on the market. But above average	8/27/2016 6:21 AM
249	Better lol.	8/27/2016 5:51 AM
250	A league of it's own, everyone is on the medieval bandwagon. Does what DoD:S never could, added tactical realism.	8/27/2016 5:47 AM
251	similar	8/27/2016 5:28 AM
252	Best one so far	8/27/2016 5:03 AM
253	This is already the one of the best WW2 shooters I've played. The gun recoils/animations all look and feel really good, far better than any other WW2 shooter I've played. The only thing wrong with the guns is the sound. It doesn't sound bad, but when I installed the sound mod from the workshop it was way better. I already play this over RO2 and as this game gets updated more I can see it becoming my favourite shooter,	8/27/2016 5:01 AM
254	It's great and fun.	8/27/2016 4:32 AM
255	Slower paced, but still enjoyable.	8/27/2016 4:31 AM
256	Well, you have taken some liberties with historical accuracy on weapons, but whatever. Im assuming most of this is for balance and wanting to give a more broad selection. I like the concept, and it is reasonably well executed, but the friendly AI in singleplayer leaves much to be desired. I enjoy the game though, and I know it gets better with each update.	8/27/2016 4:29 AM
257	Rising star and capable of being #1 WWII shooter	8/27/2016 4:15 AM
258	I have heard lots of Red Orchestra 2; however, I haven't actually tried the game. The only other WWII shooter I played is Heroes and Generals. This game is at least two times better than it.	8/27/2016 4:09 AM
259	More focus on quick reactions and faster gameplay.	8/27/2016 4:09 AM
260	bad copy of DOD and Red Orchestra	8/27/2016 4:08 AM
261	Very realistic, and punishing. Have to think fast on your feet or die immediately. Other world war 2 shooters seem a little more arcade-y. Like Heroes & Generals for instance. Your main competition in my opinion is Red Orchestra 2, but currently, your game feels a lot less clunky.	8/27/2016 3:50 AM
262	The sense of realism and authenticity surpasses other WW2 titles like Call of Duty etc. Slower pace but more reward because of the high difficulty level of the AI.	8/27/2016 3:22 AM
263	Close to RO2	8/27/2016 3:14 AM
264	better than cod types -	8/27/2016 3:09 AM
265	Improvements in areas that other FPS WW2 games don't offer. Bigger maps that don't force you to go into choke points, lots of gun variety, concepts like the officer class, etc. With more improvements coming in the future, this game is easily one of my top favorites to play and will be for a long time to come.	8/27/2016 2:59 AM
266	Similar to a DoD, maybe a bit slower paced.	8/27/2016 2:58 AM
267	More of a mature, awareness based shooter, without minimaps and enemy indicators.	8/27/2016 2:56 AM
268	Similiar to ro2 but focused on infantry combat more importantly without so many chokepoints.	8/27/2016 2:48 AM
269	More in-depth and skill based, actually has ironsights and fire support.	8/27/2016 2:48 AM
270	Red orchestra + DOD w/ better gunplay. I actually think it feels/ plays a lot like original COD or at least how i remember it feeling.	8/27/2016 2:41 AM
271	One of the top WWII shooters out there	8/27/2016 2:28 AM
272	It takes ww2 and makes it fun again	8/27/2016 2:25 AM
273	More realistic	8/27/2016 2:24 AM
274	Teamwork	8/27/2016 2:20 AM
275	It's more "realistic" than Call of Duty and easier to get into than Red Orchestra. I think you've found a good balance between the two.	8/27/2016 2:06 AM
276	I guess I'd go for the classic "mix of day of defeat and red orchestra"	8/27/2016 2:02 AM
277	Better than most.	8/27/2016 1:55 AM

278	It finds a good balance between being too hardcore and being too arcadey.	8/27/2016 1:53 AM
279	I can't think of any others since COD2 that are worth mentioning	8/27/2016 1:50 AM
280	Its near the top. Its a fun game but remains challenging and is accurate enough to be immersed in. However, it lacks a Pacific Theater which would make it more comprehensive.	8/27/2016 1:43 AM
281	More intense and more team based game with a good amount of thinking and depth to it.	8/27/2016 1:35 AM
282	Fast-paced, room for messing around and fun.	8/27/2016 1:32 AM
283	better than most	8/27/2016 1:30 AM
284	Lacking in some areas such as graphics and vehicle game play.	8/27/2016 1:25 AM
285	Better, but haven't played many WWII shooters	8/27/2016 1:21 AM
286	Great variation between the guns, its not all just a bolt action rifle or a "fast firing" rifle	8/27/2016 1:07 AM
287	different	8/27/2016 1:01 AM
288	Havnt played a huge deal, but id say its pretty good, wish it had things like bullet drop.	8/27/2016 12:52 AM
289	It has so much more in the way of options and customisation, so many game modes and styles and the inclusion of bots in every mode really does put a lot of these other shooters to shame, even devs like Dice and the "CoD gang" of developers. Graphics and all that lark are great, but when you've nailed the gameplay.....well, you catch my drift. But just for the record, the eye candy you're managing to squeeze out of the Source engine is pretty damn impressive, and the fact that you have created a very tangible battlefield vibe and atmosphere speaks wonders for the talent you have working at NWI.	8/27/2016 12:48 AM
290	Fun, quick	8/27/2016 12:32 AM
291	I think it's very good	8/27/2016 12:26 AM
292	more intense cause of the sounds and suppression.	8/27/2016 12:23 AM
293	Intense	8/27/2016 12:21 AM
294	I have only Heroes & Generals and that is more like pay to win sort of game. I think H&G are more fun somehow because of the Tanks and planes and vehicles. But you guys def got better weapon design and more authentic.	8/27/2016 12:13 AM
295	medium pace plays like red orchestra but also plays like day of defeat.	8/27/2016 12:09 AM
296	I would say it requires patience and strategy, Its a little more lenient than a lot of other realistic FPS's out there. Its a good mix between Day of Defeats fast and fun game play, With Red Orchestra's real depiction of war. It being more Hi Fi than most WW2 games of the past definitely helps as well.	8/27/2016 12:08 AM
297	Much like MOHAA, needs more detail. Long way to go to catch up on COD2 (best ww2 shooter)	8/26/2016 11:53 PM
298	Less arcade gameplay, more enforced teamplay. Awesome atmosphere for a low price.	8/26/2016 11:50 PM
299	Potential Thriller	8/26/2016 11:45 PM
300	More realistic, better all around	8/26/2016 11:41 PM
301	Refreshing, hadn't had that much fun since DoD.	8/26/2016 11:40 PM
302	Realistic.	8/26/2016 11:38 PM
303	I've enjoyed it alot. I got really frustrated with Red Orchestra because I was getting killed so much. Playing coop with friends against bots has been really fun.	8/26/2016 11:23 PM
304	More fun, slightly faster paced, and more teamwork oriented.	8/26/2016 11:18 PM
305	More moddable and faster-paced.	8/26/2016 11:17 PM
306	RO2 if RO2 didn't have terrible performance and disappointing graphics, and if it did have mod support and urban combat.	8/26/2016 11:13 PM
307	Hits a perfect sweet spot between realism and tight controls, unlike a lot of other WWII shooters that feel more "floaty" (if realism-oriented) or super tight and arcade-y. Does lack larger-scale battles with vehicles though.	8/26/2016 11:12 PM
308	Good, not arcade-like, in-devp.	8/26/2016 11:08 PM
309	Good balance between hardcore realism like Darkest Hour, and Arcadey feel like early call of dutys	8/26/2016 10:22 PM
310	Great feel, insurgency meets CoD2	8/26/2016 10:20 PM
311	Casual Realism.	8/26/2016 10:12 PM
312	See 22.	8/26/2016 10:11 PM
313	It's up there with I44 for Arma II and Red Orchestra 2. Amazing.	8/26/2016 10:10 PM
314	haven't played that many other ww2 shooters, but compared to Heroes and generals, id say more compact combat, and not that many large scale maps, but better balanced gameplay and less reliant on luck to get kills.	8/26/2016 10:07 PM
315	A mix between COD and RO2.	8/26/2016 10:06 PM
316	i don't really know any other ww2 shooters besides Red orchestra 2	8/26/2016 10:03 PM
317	Less arcade-style, more serious. MOHAA without the silly walks or crosshairs, but with ADS and teamplay.	8/26/2016 10:03 PM
318	The best one ever.	8/26/2016 10:00 PM
319	I have only played Day of Defeat, way back, in like 2006	8/26/2016 9:57 PM
320	As said above. Requires actual infantry tactics and limitations of weapons create a unique tempo. Not just WWII skins/maps, like some games.	8/26/2016 9:56 PM
321	Hardcore realism that others lack.	8/26/2016 9:49 PM
322	faster paced, close-quarters-combat, more realistic (although it could me even more realistic, but it doesnt have to be like an ARMA or even RO2 in every department, f.e. "bandaging")	8/26/2016 9:48 PM
323	Builds upon the classics, and has expanded on so many factors.	8/26/2016 9:45 PM
324	Faster paced Not limited in terms of weapons	8/26/2016 9:40 PM
325	Lots of room to grow : weapon/shooting mechanics, weapon balance, more up-to-date graphic detail on maps.	8/26/2016 9:34 PM

326	Small Scale RO2	8/26/2016 9:32 PM
327	Very good, definitely one of the better ones out there.	8/26/2016 9:31 PM
328	It will go down as one of the all time classics alongside Medal of Honor, Battlefield, Day of Defeat, and Call of Duty.	8/26/2016 9:29 PM
329	A blend of Day of Defeat: Source and Red Orchestra.	8/26/2016 9:24 PM
330	Tighter, less loose than RO2's shooting and movement. That's the only one i've played that is still probably relevant. I wouldn't say no to a DAY OF INFAMY: SANDSTORM in a few years to take advantage of Unreal's features	8/26/2016 9:24 PM
331	Not polished enough yet.	8/26/2016 9:23 PM
332	Its realistic and has great gameplay.	8/26/2016 9:19 PM
333	Mix between Cod2 and DoD:S.	8/26/2016 9:16 PM
334	Fun. Others (from long ago) had good single player, stories. Not sure what your plan is. So far single player has been boring to unbalanced, and no story at all. But I currently didn't expect any story at all, so not disappointed.	8/26/2016 9:13 PM
335	Best feel of the guns in the genre.	8/26/2016 9:10 PM
336	A bit too tactical/realistic.	8/26/2016 9:03 PM
337	compared to red orchestra 1-2, a lot less challenging. but a similar enjoyable experience, in terms of gameplay mechanics and player movements, to the extent of leaning... flamethrower needs some work compared to RO2's flamethrower. ( will see how it is with the patch)	8/26/2016 9:03 PM
338	Haven't played one since call of duty world at war, so I'm not sure about any current ones	8/26/2016 8:58 PM
339	More realistic, more open maps, and more teamwork oriented. Not quite as much as Red Orchestra 2, but that's a good thing.	8/26/2016 8:56 PM
340	It's very realistic and stays true to DoD.	8/26/2016 8:53 PM
341	Not as polished.	8/26/2016 8:51 PM
342	Well, as I said before it is the best of two worlds basically. Not too hardcore and not too arcade-ish.	8/26/2016 8:50 PM
343	More team orientated. Near impossible to do missions alone.	8/26/2016 8:50 PM
344	Smaller scale, more action packed, way better gun handling but lackluster visual presentation.	8/26/2016 8:50 PM
345	More like Insurgency. Well mor tactical and the weapons are near to real ( not 100%)	8/26/2016 8:47 PM
346	Better.	8/26/2016 8:46 PM
347	It favors realism to a brilliant degree and i love the smaller details. Its has skirmish mode...sort of.	8/26/2016 8:41 PM
348	Great game it is much better than alot i have played but infamy did get ideas from other games but i like the realism.	8/26/2016 8:38 PM
349	its more intense and tactical	8/26/2016 8:35 PM
350	Faster paced red orchestra-lite.	8/26/2016 8:34 PM
351	Tactical	8/26/2016 8:29 PM
352	Realistic, but not that hard as Red Orchestra	8/26/2016 8:28 PM
353	A much more streamlined way of focusing on team-based tactics rather than jonny rambo running around by himself with an MG and killing everyone.	8/26/2016 8:26 PM
354	It's not forgiving	8/26/2016 8:24 PM
355	Complex and more competitive	8/26/2016 8:23 PM
356	Very comparable to games like RO2/Rising Storm.	8/26/2016 8:16 PM
357	More realistic and way more intense/immersive.	8/26/2016 8:15 PM
358	More tactical yet more with a more enjoyable and dynamic gameplay.	8/26/2016 8:14 PM
359	Falls more in line with the tactical shooter genre than other WW2 FPS games.	8/26/2016 8:07 PM
360	I much prefer Dol wave system and regenerating time when a point is captured over RO2's round system. I also enjoy the fast paced CQC over RO2's more slow battlefield approach for a change	8/26/2016 8:07 PM
361	Great gameplay not the best graphics but the scenario's and gameplay TOTALLY make up for that. Great price for the amount of fun you can have.	8/26/2016 8:06 PM
362	Good and on its way to epic. Please please please use Red Orchestra 2 as a shining example of what makes a amazing WW2 game.	8/26/2016 8:06 PM
363	ALOT more realistic	8/26/2016 8:04 PM
364	Slower paced (which is good), not a run and gun shooter, tactical	8/26/2016 7:59 PM
365	Fast paced combat, no mercy	8/26/2016 7:58 PM
366	harder, more tactical, infantry only battlefield on ww2	8/26/2016 7:57 PM
367	More realistic	8/26/2016 7:54 PM
368	captures the feel and aggressiveness of ww2.	8/26/2016 7:54 PM
369	lacking the russians and their glorious weapons	8/26/2016 7:50 PM
370	Manages to do everything you would expect, yet provides a sandbox and mod friendly environment that begs for community support and longevity. Make no mistake, once the brand gets out there, it'll be played till the end of days.	8/26/2016 7:50 PM
371	More realistic and team oriented compared to CoD. The artillery and radio feature is very nice.	8/26/2016 7:49 PM
372	More realistic than a common arcade game like BF series or COD	8/26/2016 7:44 PM
373	More hardcore than the old CoDs but more casual than Red Orchestra	8/26/2016 7:44 PM
374	Much more fluid, smoother movement, nailed gunplay and highly polished.	8/26/2016 7:43 PM
375	Fun and applies to everyone especially with the enjoyable COOP modes	8/26/2016 7:35 PM



376	Hard question actually... But it has some elements that makes DOI good. It realistic, but fast paced, compared to Red Orchestra for example (I never played it so I might be wrong). So I would descipe it as "realistic but simple and fast paced tactical shooter"	8/26/2016 7:28 PM
377	Gritty, hardcore, more team oriented.	8/26/2016 7:27 PM
378	Unforgiving and interesting.	8/26/2016 7:27 PM
379	Authentic, more tactical than other shooters	8/26/2016 7:26 PM
380	Gameplay Looks Real and by that i mean u feel that is .....i dunno like a real life as u play.	8/26/2016 7:24 PM
381	Good but needs more depth for each class and a leveling system for each class.	8/26/2016 7:20 PM
382	Simpler than RO2, harder than CoD	8/26/2016 7:20 PM
383	Head and shoulders above the other WWII shooters. Realism without sacrificing gameplay.	8/26/2016 7:18 PM
384	A bit more fast paced.	8/26/2016 7:17 PM
385	More challenging. Potentially more diverse when it comes to WW2 FPS.	8/26/2016 7:16 PM
386	This is the most realistic ww2 game and very fun. This is the best	8/26/2016 7:15 PM
387	there is no ww2 shooters like doi.	8/26/2016 7:15 PM
388	It has more melee combat than RedOrchestra 2and smaller and clearer maps. It might be easier to begin with.	8/26/2016 7:13 PM
389	There are no other WW2 shooters. They all died a decade ago. Upcoming WW2 shooters use the modern run-in-circle-and-bang-bang type of gameplay and slap a theme onto them.	8/26/2016 7:10 PM
390	Ranked higher than most mainstream games of the genre, but slightly inferior to other more realistic games such as Red Orchestra/Rising Storm	8/26/2016 7:09 PM
391	Day of Infamy pays much more attention to realism and difficulty.	8/26/2016 7:07 PM
392	The best WW2 currently on the market.	8/26/2016 7:06 PM
393	One of the best.	8/26/2016 6:55 PM
394	Hardcore	8/26/2016 6:50 PM

### Q24 (Optional) Do you see any major flaws with Day of Infamy's gameplay or design which can be addressed before full release?

Answered: 378 Skipped: 435

#	Responses	Date
1	Maps have no cover.	11/10/2016 1:53 AM
2	Maps and graphics.	9/29/2016 6:58 PM
3	Flaw 1: There is a very small map pool. This absolutely needs to be fixed. The issues arise when some maps have frustrating gameplay, for example being very unfair to one side once pushed to a certain checkpoint. Players need a range of maps to chose from, or will get frustrated facing these same issues over and over. Flaw 2: The game's performance needs to be optimized. The biggest way this needs to be done is most likely through map design. Since many maps are largely open areas, the source engine does a very poor job of dividing the map into VIS regions and optimizing the drawn areas.	9/29/2016 4:10 AM
4	Some maps are almost impossible to win in offensive (Dog red and sicily), perhaps give the attackers 5 extra waves.	9/16/2016 2:54 PM
5	More player faces and uniforms.	9/15/2016 12:21 PM
6	Well you Have to	9/15/2016 7:40 AM
7	The balance of rifles:full auto weapons needs to be addressed. Sep 14 update addressed this well. The assault class should have a limit, possibly depending on att/def more class specific roles would be great	9/15/2016 4:28 AM
8	Add a few more difficulty settings to Single Player and possibly allow disabling the flamethrowers. Bots need a little work.	9/14/2016 4:58 PM
9	honestly, a few more maps would be nice. I know, this is probably the most annoying and laborious thing to do, but my friends at a had to stop playing at some point, because we had run through all the maps several times. Other than that, PLEASE for the love of god fix the machine gun to consistently deploy the bipod. This shit is annoying.	9/14/2016 1:38 PM
10	performance	9/13/2016 2:58 PM
11	most people that are not into realism hate iron sights. Give them some sort of alternative. get competitive play finished and keep cranking out maps.	9/13/2016 7:47 AM
12	I love Dog Red but it's near impossible for allies to win on that map right now. I hope it gets balanced but is kept challenging for both sides.	9/13/2016 6:21 AM
13	For me personally, the game speed. The sliding on the ground, the sprint speed all feels a little bit too fast for me.	9/13/2016 3:45 AM
14	needs to have more maps...ability to pick a game mode and stick with that mode round after round as well. need to give attackers more than 3 waves of reinforcements	9/12/2016 9:44 PM
15	No	9/12/2016 9:11 PM
16	MORE GUNS!!!!!!!!!!!!!!!!!!!!	9/12/2016 6:29 PM
17	Not enough maps. :) Also the menu is missing a listen server option. I want to be able to easily host a server. (Check the Counter Strike: Source "create server" menu as an example)	9/12/2016 6:10 PM
18	Yes, the audio needs to be MUCH better. I love that the game doesnt show if you have killed someone, or who killed you and where the enemies are etc. Which makes it all the more dependent on visuals and especially audio. Now its way to hard to hear the difference between all the weapons, and if you are distant from a firefight, the sound of a weapon changes in a bad way. And i want to hear footsteps of other players, so i know someone is trying to sneak up on me etc. There should be a big improve in the audio design!	9/12/2016 5:53 PM

19	more game modes , better use of team work (encourage it more between classes) so it isn't a team deathmatch scenario.	9/12/2016 5:52 PM
20	Nothing major, no.	9/12/2016 5:43 PM
21	Search and Destroy mode would be nice.	9/12/2016 4:15 PM
22	not enough maps although current maps are well designed and great fun to play	9/12/2016 3:33 PM
23	the artillery is some of the worse i've seen in recent memory, it should honestly be closer to how it is on RO2. Also why cant sprint and focus be bound to two separate keys?	9/12/2016 7:16 AM
24	Very little content. The game feels very bare-bones. Needs more maps, more guns, more features/game-modes and more choice in armies (Russia and Italy are absent; PLEASE at the bare minimum, add Russia!)	9/12/2016 4:52 AM
25	Everything pretty mutch, Graphics are horrible	9/11/2016 4:32 PM
26	Certain maps are EXTREMELY unbalanced, but they are still fun (good job with the game). I will name them: Sicily Liberation and Frontline is supremely stacked towards the British with the objectives being so close to their spawn. However, the overpowered German STG-44 can almost over come this, but the British can also push back with their almost equally OP shotgun. Sicily Offensive is balanced at the start, but the further you push into the city, the more funneled the British get. This leads to a very, very hard to overcome section, particularly objective C, that is easily guarded by the MG-42, STG-44, and flamethrowers. Bastogne (ALL MODES) is HEAVILY balanced towards the US Army. They just have better cover, and a better approach. Not to say a heavily stacked team of good players vs bad players couldn't overcome it, but it's still unbalanced. The Germans need better cover without having to completely rely on smoke, unlike the US. Comacchio Offensive, this map seems to be balanced well, but I think the Germans have a REALLY tough time trying to get the first objective. However, I haven't played it that much. Ortona Offensive, I'm not sure if this intentional, but the British can very easily spawn camp the Germans coming out from the church to get to the first objective.	9/11/2016 1:41 AM
27	Machine Gunners have way too much extra ammo. There isn't enough incentive to play rifleman as automatic guns seem to fare better.	9/10/2016 7:27 PM
28	Option to perma ban from a server if three fourth majority votes. I had a problem with a kid joining the game and was team killing left and right after we'd kick him he'd just join back	9/10/2016 6:47 PM
29	No real Reason to pick semi automatic weaponry	9/10/2016 3:20 PM
30	It's too FUN and addicting with friends; AI is already quit nice and it needs improvement :)	9/10/2016 12:47 PM
31	Hit detection at times, and sometimes the ai in coop feel as if they have aimbot.	9/10/2016 10:10 AM
32	Desperately needs ammo counter in HUD. Must reload a lot, can't tell how much ammo is in gun. That would be very helpful. A medic class would be awesome. Maybe if the medic could be able to heal wounded, but not dead teammate. More ammo stations. Health meter.	9/10/2016 4:09 AM
33	the single player has no depth and is just multiplayer with bots. If it had a actual plot it would be really cool. Also I have no clue to make maps or new game modes for the game because there is no tutorials for that.	9/10/2016 3:11 AM
34	limiting weapons on a team, ie only so many stg44 per squad, not just "assault"	9/9/2016 11:20 PM
35	please add manual bolting and more realistic reloading behaviour for the bolt rifles example: shoot 1 bullet -> automatic bolting -> bolting while reloading -> insert 2 bullets now it's unrealistic: shoot 1 bullet -> automatic bolting -> bolting while reloading -> insert 1 bullet. (Red Orchestra 2 for example) can you add a feature, that the player allows to reload single bullets even the player has the stripper clip selected (it's kinda annoying to shoot the whole bolt rifle empty, just to get a full gun)	9/9/2016 10:53 PM
36	Maps need to be more open and combat should be slightly slower. Right now everything is happening in too close quarters.	9/9/2016 9:38 PM
37	Yes. 1. Like most shooters that I like playing, there is no real incentive to play and do well other than the joy of winning. I find that I get bored with these games after a little while. I would love to see a ranking system where playing well and being on the winning team at least gives you points towards the next rank, even if your rank doesn't affect gameplay. 2. I think the slots for automatic weapons are too generous at the moment. I would REALLY like to see a more realistic distribution of classes within squads. If a squad is not mostly rifles, it stops feeling like WWII to me.	9/9/2016 7:23 PM
38	Lack of a party system	9/9/2016 4:56 PM
39	The weird ragdolls needs to be fixed already. The little hop they do is silly .	9/9/2016 2:40 PM
40	I see no incentive to play patrol. It may look gritty and challenging, but it's just not fun.	9/9/2016 10:42 AM
41	I truly hope DoI keeps true to itself and does not try to flirt with the energy drink sipping, console playing, stupid caps wearing youth of today. The steps taken now (increase cost of some automatic weapons while decreasing bolt action, making it harder to use MG:s from the hip and fire far away targets with subs) are the right ones.	9/9/2016 8:30 AM
42	yes, the artillery is too complected and the mg42's recoil is too high	9/9/2016 5:24 AM
43	The push to add more factions but not including any major world powers. The ones listed in the roadmap seem somewhat arbitrary since they would mostly be re-skins of other factions and only used for certain maps. At that point, why not expand the game and have it cover all of the major world power and fronts of the war? I would much rather see Russian forces and maps than Brazilian forces. It's almost like they practically won the war or something.	9/9/2016 2:04 AM
44	Way too much fire/killing power given to a player and teams. Too much full auto. Too many grenades. Most guns are way too easy to get kills with and it makes your contribution seem pointless (unless you're getting kills) More Offensive maps where Germany is the attacker (not a major flaw)	9/9/2016 2:02 AM
45	more content! more maps and gamemodes for sure and hopefully more weapons and factions	9/9/2016 12:05 AM
46	little intuitive gameplay	9/8/2016 9:09 PM
47	Needs more variety of weapons and upgrades, i would personally like to see some more obscure WWII weapons	9/8/2016 4:18 PM
48	No	9/8/2016 2:10 PM
49	I doubt NWI has the balls or knowhow to do anything that's needed.	9/8/2016 11:22 AM
50	Some maps are very unbalanced, if both teams were equally skilled, in some maps, one team would not be able to win at all.	9/8/2016 10:34 AM
51	I feel like if sound design was better it would add greatly to the overall game. Like in Insurgency the sound is almost flawless. I've been playing BF1 and the sound is astonishing. If you guys could pull it off. It would pay off.	9/8/2016 8:28 AM
52	the player base size. player models.	9/8/2016 6:22 AM

53	Pls add another languages	9/8/2016 5:55 AM
54	Outfit selection screen seems dodgy, could be improved	9/8/2016 5:44 AM
55	no Russians or Pacific theater maps with Imperial army	9/8/2016 4:32 AM
56	People don't play it as much! :(	9/8/2016 4:20 AM
57	NO! You guys are doing a great job so far, just keep on keeping on	9/8/2016 3:58 AM
58	More maps. This is not debatable. Outside of that I think it's mostly minor changes/tweaks that will bring this game to where it need to be.	9/8/2016 3:47 AM
59	The spawn time especially in Co-Op modes, that can take forever due to either players ignorant to the fact that they need to do something ie: fall back or take a point in order for dead players to get back in, or players that just don't care and are only there to increase there K/D ratio.	9/8/2016 3:47 AM
60	When I am playing stronghold, it's quite often that one bot stuck at somewhere close to the capture point, so our team can't capture it. This is really annoying sometimes.	9/8/2016 3:37 AM
61	Not as much of a focus around realism as I would hope for a game designed by that team. Seems somewhat like Day of Defeat, not just because of similar names but because of overall game play feeling.	9/8/2016 3:16 AM
62	We need a proper intro to using radios, as well as some form of countering snipers on grit difficulty, plus, the lack of any servers not running grit as the mode.	9/8/2016 3:15 AM
63	Clean the graphics up further to make it more this generation. Tighten up the gameplay balance especially on dog red attacking.	9/8/2016 2:53 AM
64	Some spawnpoints for Liberation need adjusting (Allied in Ortona especially).	9/8/2016 2:50 AM
65	There is no tutorial mission, making it difficult to understand the game. A brief description about the different classes loadouts and roles would be great	9/8/2016 2:25 AM
66	Content is on the light side. More modes, maps, and weapons.	9/8/2016 2:02 AM
67	The AI can be extremely hard on certain co-op missions and maps.	9/8/2016 2:00 AM
68	No	9/8/2016 1:33 AM
69	i think free aim mode can be very frustrating sometimes. in real life you can feel the extension of the gun and know what your aiming at. in game its still possible but it doesnt feel natural like it does in real life. i think to have a mode for shouldered fire without aiming down the sights would be cool. rising storm 2 is doing the same thing	9/8/2016 1:21 AM
70	Some hit-detection and hitboxes issue.	9/8/2016 1:16 AM
71	8 Americans on Omaha Beach, gun shots sound not very realistic, and not enough blood.	9/8/2016 1:15 AM
72	Map balance on some of the maps is terrible. Bastogne and Comacchio for Germans is almost always a loss no matter what gamemode. Reichswald first and third capture point is terrible for British on offense while B for Germans on Reichswald liberation is awful. Sicily on frontline and liberation is very British sided because the middle point, the church, can easily be captured by the British while the Germans have to waste waves trying to capture it. Game performance really needs to be addressed. My system isn't the greatest but people with better systems are having performance issues with framerate.	9/8/2016 1:11 AM
73	Single player and lack of shiny graphics the kids are gonna complain about.	9/8/2016 12:54 AM
74	make it more unique, and ik source is probably a more simple engine but this is 2016, you should think about moving up to the unreal engine 4 and you would really draw a crowd with the good graphics your game could have, i dont know much at all about engines and there compatiblitys but its just a thought, all im trying to say is make the graphics of your game look better	9/8/2016 12:41 AM
75	no	9/8/2016 12:39 AM
76	None to be seen (yet!)	9/8/2016 12:33 AM
77	I really think the russians should be in the game. Besides them fighting the biggest battles of the war Stalingrad would be an amazing map. I know you said before release, but in my mind this game will never be complete without them.	9/8/2016 12:31 AM
78	Maps can be boring if played too much, Allow the community access to bring player maps into the game.	9/8/2016 12:10 AM
79	i think the bayonet should do 95 damage so that if the target has an damage, a stab will kill them, but if they havent been damaged, then they will have a fighting chance. or make the stab slightly faster	9/8/2016 12:09 AM
80	Automatic character callouts when performing some actions can ruin flanking maneuvers, while occasionally informative, it's really annoying if you're trying to be quiet and your character is yelling "RELOADING". Picking up enemy weapons, but not ammo. While Day of Defeat's method of giving upwards of 10 mags/clips of ammunition to you when you pick up an enemy weapon is unrealistic and could be game breaking. Having the ability to take a magazine or two off a dead body (friend or foe), would be a nice touch, especially for modes where resupplies are not available or hard to get to.	9/7/2016 11:56 PM
81	Helping new-comers to learn the mechanics is all I can really think about in terms of critique. Honestly. Just give it a tutorial or something along those lines.	9/7/2016 11:53 PM
82	Nope	9/7/2016 11:25 PM
83	Alttab graphic glitches	9/7/2016 11:19 PM
84	More maps, new guns, and a new faction. (plz im begging)	9/7/2016 11:10 PM
85	Bayonets are useless, maybe add a charging feature like battlefield one has	9/7/2016 11:02 PM
86	Coming from Insurgency, the weapons seem very under powered. The iron sights on most weapons need cleaned up, retextured, and made finer (cough Kar98 cough) so that they are usable.	9/7/2016 11:02 PM
87	The main issue is the engine the game is on...the environment hitboxes/collision detection are too big and it's easy to get caught on the environment or to be aiming right at somebody, only for your bullet to hit a piece of the environment near them. Obviously that's not something that can be addressed...but seems to be the only place in the survey to raise that point. Insurgency has the same problems. To be honest, RO on the UE 2.5 engine had similar problems, though mainly you had issues with moving around in the environment moreso than the environment getting in the way of your bullets.	9/7/2016 10:53 PM
88	There is a glitch or something where i can put my bipod on the side of a wall/doorway,	9/7/2016 10:41 PM
89	Is there no way to turn toggle to aim off? I haven't found it if there is.	9/7/2016 10:35 PM

90	It is infuriatingly difficult. Also, Lewis guns were not issued to front line units.	9/7/2016 10:07 PM
91	Overhaul of classes: Bolt-action rifles are fairly pointless compared to automatics & automatics are cheap. The class limits are too lenient & I feel there's too many shared weapons between classes. Some kind of "mounting/climbing" system for low obstacles, the jumping system is too janky to deal with those reliably. I have yet to see any reason why I should ever use melee weapons instead of re-loading. Time to kill is about the same, except if you re-load you get a full magazine.	9/7/2016 9:13 PM
92	Having a bit higher player count, not feeling it at 32 limit, especially on Red Dog D-Day map.	9/7/2016 9:09 PM
93	Officers should be able to call way points which display on mini map for team members etc defend/attack	9/7/2016 8:55 PM
94	We desperately need a larger map variety and factional variety. But, I believe that not only will the larger release provide much of this but the community will involve themselves too. Having seen the Day of Infamy Trello board - I must confess that "Black-American" and "Asian-American" unit types are entirely UNNECESSARY. We need a greater variety in number of factions, not the colour of their skin. But you lot are the developers, I assume you have a better finger on the community pulse than I.	9/7/2016 8:46 PM
95	Certain balance changes to maps.	9/7/2016 8:45 PM
96	flame throwers are useless and can't clear a room when they should be key in room clearing	9/7/2016 8:45 PM
97	some maps are very fun but need some balancing. Ortona is the biggest example i think, it's a very fun map but i think I have only seen the Brits win once in 20h of playtime.	9/7/2016 8:38 PM
98	Right now there are only Classic and Grit difficulties. I think the ability to do Grit with Kill notifications would be nice.	9/7/2016 8:25 PM
99	Currently there is little reason to equip a bayonet, as it still takes two hits from the front, and 9/10 times you can just shoot the guy.	9/7/2016 7:50 PM
100	single player missions that are more story based or at least have a progression. maybe even a cutscene would be nice. personally i loved a lot of WWII games that also had single player missions and it would be nice to relive those days through DoI. Multiplayer only is fine too i guess. As it is now, the single player missions where you're just playing MP map with bots is kinda crappy	9/7/2016 7:42 PM
101	Give player the ability to fine tune bot skill.	9/7/2016 7:32 PM
102	Mostly time to kill it's unclear what guns one shot and what don't. I can say that the m1 carbine in the chest should 1 shot kill but it takes 2-3 on average I don't know if it's the sight range or my aim or the gun.	9/7/2016 7:17 PM
103	Damage could be buffed a bit to make it a bit more realistic. Some balance issues with some map/mode combos. Better comms and a better way to make the team play sound and smart. I would like to see a side-switch for the offensive gamemode (maybe only if the defenders win). Maybe ditch local voice and make it team-wide because it makes coordination in this game incredibly difficult. Indicate friendly arty strikes to the team.	9/7/2016 7:15 PM
104	it would have been cool if buildings could be destroyed. most of all I would like the ability to rid myself from a bush of tree (or the leaves of the tree) when it is standing in the way, smashing, shooting, burning or blowing trees and bushes up would definitely count for me :) and the recoil on some weapons is really too much	9/7/2016 7:11 PM
105	There needs to be some sort of progression to bring people back. Maybe rank or something, with out this I find my self playing less as there is no reason to play that extra round.	9/7/2016 6:51 PM
106	Flamethrower can hit people standing behind the user, killing the operator, bots/teamates can stand in front of an artillery call effectively ruining the artillery/hurting the team	9/7/2016 6:48 PM
107	The A.I could do with some work in the singleplayer as they are like rugby player terminators with guns	9/7/2016 6:39 PM
108	Downtime after dying can be annoying if remaining live players do not fully understand how the gamemode works.	9/7/2016 6:36 PM
109	I feel that some classes are used in their unintended roles. For example, the machine gunner is often seen being played as an assault class rather than its labeled "support" class.	9/7/2016 6:25 PM
110	The character animations are sometimes stiff.	9/7/2016 6:21 PM
111	Needs more maps Reduce the grenade throw time. Reduce the "kick" on the recoil for the German guns (it might not be realistic but it improves play.	9/7/2016 6:20 PM
112	The American voices (not Mikee's voiceovers). They need more beef to them.	9/7/2016 5:59 PM
113	The co-op relies on replayability, and as such there needs to be a broad range of maps, otherwise the game may become stale quite quickly. Difficulty also needs to be very carefully balanced - the game is much less enjoyable when it's too easy, whereas it remains fun when it's slightly too difficult.	9/7/2016 5:54 PM
114	Add more big maps. Check Resistance & Liberation maps.	9/7/2016 5:34 PM
115	Not enough maps, and maps are not consistent, in gameplay speeds, as in day of defeat	9/6/2016 9:39 PM
116	crashes	9/4/2016 9:02 PM
117	Its difficult to run over or climb small hills or bumps	9/3/2016 8:17 AM
118	include Russians	9/3/2016 12:48 AM
119	The spawning system with liberation. The offensive side gets 10 waves for each capture, but maybe the game might be more exciting if you start with 15 waves, after first capture +10 waves and after second capture + 5 waves.	9/3/2016 12:20 AM
120	The gameplay is running fine, the only issue as mentioned before was performance issues.	9/2/2016 11:05 PM
121	#More maps/More gamemodes, game gets boring. #Better single player. #map assault positions are limited and enemy can on the smaller maps lock down all areas without much effort. #Please make the stg 44 more limited, (too many are usually using it and storm the enemy easily) #make recoil more realistic, the mp40 had almost no recoil but it kicks like the stg(not that the stg has realistic recoil in the game either). #Maybe wounds can cause semi-permanent damage like player going limp from leg shot, and add a medic class to administer morphine/bandage to heal the wound. #wrong Thompson model. make the sten jam after each 3 shots.	9/2/2016 1:48 AM
122	The lack of an instant action gamemode for some quick 15min game play where you respawn fast. Though when the lua support comes out I will program one myself if it isn't in the game.	9/1/2016 5:49 PM
123	Offensive is a too defender sided	9/1/2016 3:27 PM
124	Change of font and welcome screen. Its world war 2 but the interface can be less pain.	9/1/2016 2:12 PM
125	The player Models sometimes look odd. More factions would be great. Also some More customisation options	9/1/2016 11:03 AM
126	The game needs visual polish to keep it from looking dated. It's a fun game with great variety of modes and maps. It just needs cleanup.	9/1/2016 9:29 AM

127	A few weapon glitches (you're able to skip the rifle grenade loading animation by switching to a sidearm/melee weapon and back to the rifle) and a lack of maps and factions, specifically Japan and Russia.	9/1/2016 5:55 AM
128	Hitboxes need work. also, more surfaces to deploy the bipods on, and the "shoulder weapon when facing a wall" thing need some serious work. I can't let a stick be blocking my rifle from taking people out	9/1/2016 4:49 AM
129	The default class number balance needs serious adjusting. I realize this is probably a server side thing but for 16-32 players there are FAR too many automatic weapons. It doesn't make sense that you only see three people on a team using rifles while the rest run around with submachine guns and stg44/BAR/Brens.	9/1/2016 3:34 AM
130	Single player missions could be great fun, but it seems the friendly bots are much worse than the enemy.	8/31/2016 10:30 PM
131	As of now there has to be another class like medic. And please design it in a way, that it HAS TO BE PICKED ALWAYS, because of it's advantages to the team. But also don't design it in a way like it is with the snipers (as in Insurgency), always picked first instead of going for officer or other necessary classes. Maybe design the class picks like in the game "SQUAD". Empty Squads have a limited choice of classes and the more players join this squad, the more classes are available to pick. This prevents players to instantly pick snipers first and be just a dick not playing objective-focused.	8/31/2016 9:49 PM
132	Yes. Right now day of infamy is just insurgency with skins. There is nothing that really separates the two games.	8/31/2016 9:04 PM
133	"Restricted Areas" in the middle of maps. Hacking ie aimbots and wall hacks	8/31/2016 9:01 PM
134	Movement speed seems too fast at times. One major thing I noticed while testing my custom maps, are that the AI throw back EVERY grenade you throw towards them. This had led to death by my own grenade many a time.	8/31/2016 8:52 PM
135	Not enough map variety. Would also like to see Italians as a faction.	8/31/2016 3:37 PM
136	poorly organised public teams (so 95% of the time) can struggle to get off maps like Dog Red due to the realistic nature of the map and lack of routes off beach, map balancing is the only real issue i have with game. Same with bastogne, those who attempt the objective are 9 times out of 10 the ones punished with death by the people sat farming in the distance.	8/31/2016 3:12 PM
137	I dont see any major flaws, just iron out the bugs and its good to go.	8/31/2016 11:59 AM
138	The movement, i.e. vaulting (lack of) frustrates me because I played Red Orchestra 2 for so long. Also not being able to reload a single round with bolt rifle (Kar98). Release bolt, loose a bullet, load two more.	8/31/2016 8:32 AM
139	Some of the maps, like Dog Red, are severely unbalanced in the eyes of most players. In addition, the game needs serious stability and performance improvements.	8/31/2016 6:02 AM
140	There should DEFINITELY be more countries to play as. Not a lot, but it'd be AWESOME to play in the Pacific theatre, U.S. vs Japan, and Germany vs Russia in the East.	8/31/2016 5:58 AM
141	There is a very abusable bug that allows players to lean around a corner but not be seen, by holding lean and spamming the crouch button, the player model doesn't expose itself.	8/31/2016 1:54 AM
142	Feels like brittish troops are at such disadvantage with weapons. Handgun deals same dmg but takes super long to reload and less bullets compared to p08. Smg is a pain to use. Assault rifle sucks compared to STG 44. All americans rifles have absolute horseshit ironights, good luck killing with M1. Comacchio is such a bad map. Very hard to flank with river and is just a 'nade fest with camping. Very booring and doesn't fit DOI gameplay.	8/30/2016 11:20 PM
143	There are some map points where a player can get stuck (under a tank for example and ontop of some boxes). Also I think the officer role and call in support really needs to be addressed before release or you may have brand new players nuking their teammates all the time before they learn how to really call it in.	8/30/2016 10:31 PM
144	No.	8/30/2016 10:02 PM
145	Weapon balance is number one. Far too many automatic and portable weapons given the cqc nature of the current map pool. An mp40, Stg or BAR should be a rare but scary element of the game. They should have to be supported by rifles when at any distance over 50m. They're simply too versatile right now. Also, rifles with strips should be able to reload round-by-round. Too often I have to give my position away by firing off a final round when I know I'm about to enter a firefight against multiple enemies. Meanwhile, the overpowered log and smg players are free to reload as they please.	8/30/2016 7:12 PM
146	Add an option in the controls to make the "lean" key a toggle. Press q or e once to lean, press again to return to normal position.	8/30/2016 6:46 PM
147	We need a search and destroy, team deathmatch, limit players classes, enable a tactical game mode	8/30/2016 5:10 PM
148	It feels a bit clumsy compared to Insurgency.	8/30/2016 7:43 AM
149	There should be more suppression. Visual effect but also reduced accuracy. In the current state blasting at a window with a MG42 gives you no advantage except that you're already aiming at the potential enemy in the window which you can also do without shooting. Longer distance fights would be more engaging and intense if one of the participants wouldn't be dead in under a second. It doesn't have to be as extreme as in Red Orchestra 2 but that game shows how suppression improves the gameplay. Another thing is that DoI is currently basically Insurgency in WW2. There should be more bolt action rifles among the players. Having an automatic weapon should be something special and yes fighting against a Thompson with a Kar98k in a small room is hopeless but that's why you should send your automatic weapon teammate in there first. Give the Rifleman faster bolt cycles (manual bolting as an option would be nice too btw) or faster capture times. Nothing is more intense than a fight between two rifleman. At the moment I barely see 1 or 2 of them in a full server.	8/30/2016 2:28 AM
150	coop mode needs destructable objectives. with dynamite and more per map 8-9 or more perhaps like orton	8/30/2016 1:34 AM
151	more map content. streamlined coms. richer ww2 theme in class abilities.	8/30/2016 1:34 AM
152	No.	8/29/2016 10:52 PM
153	The advantages graphical tweaks will do for the player is unbalanced. Like the trees/foliages to a minimum will make it much easier to spot enemies.	8/29/2016 10:19 PM
154	This feels like an early 00's fps meaning endless spawning enemies and sometimes enemies have laser accuracy. I play with one other person so that's what makes that stuff a flaw for me. If you tweak it so less spawns happen with lower player counts that would be swell	8/29/2016 9:25 PM
155	More use of radio or other such items would be good?	8/29/2016 7:23 PM
156	Possibly the spawning system, reduction in wait times/distance from the battle.	8/29/2016 4:31 PM
157	'netcode' issues like delays in a kill and watching them go down.. Also some maps are one-sided heavily	8/29/2016 4:30 PM

158	Yes - once a team has a respawn wave advantage (either through occupying C early, better fraggers, etc) it's very hard for a comeback - and impossible in some gamemodes. Co-op wave modes need changing as well - it's a flawed process. Tickets would make more sense than waves.	8/29/2016 1:34 PM
159	Keep up the good work	8/29/2016 12:38 PM
160	The single player mode is quite buggy and hard. I have very little influence on the bots and they tend to get themselves killed quickly.	8/29/2016 12:03 PM
161	I think only the Officer and the Support classes having a specific 'perk' or action is a bit limited. Right now there is no reason to go as either assault/rifleman/mgr other than what kind of gun you want. Assault in my eyes should have some perk when in a cap (maybe reveals enemies in cap area or something), officer too (maybe a moral boost so no suppression or something) or swap perks with support, who is ill-defined imo.	8/29/2016 12:03 PM
162	Nothing major, just make sure I can't see the end of the map...	8/29/2016 10:13 AM
163	Spawn camping is way too easy.	8/29/2016 9:53 AM
164	There are a number of points across maps that feel near uncapturable (Bastogne points A and B on offensive and Commacio's point C on offensive) because of how confined the spaces are and how narrow the method of approach might feel to players on offense. However, whilst on the defenders it often feels like your just lying in wait for easy kills and a lot of the fun is drawn out of the experience in spite of the fact that you might be on a massive killing spree (I never really get this feeling on Dog Red mind you).	8/29/2016 9:05 AM
165	Add more maps	8/29/2016 9:03 AM
166	Already addressed server issues, too many paths and should simplify. "Custom Games" and "Cooperative Combat" help fill the screen aesthetically, but can easily be replaced with something else such as "Overall Statistics" or whatever.	8/29/2016 8:43 AM
167	Weak on content.	8/29/2016 5:02 AM
168	Map designers need to reduce the amount of dead end rooms in buildings. This is especially annoying in city maps where a room or hallway looks like it will take you straight to an objective only to dead end.	8/29/2016 4:24 AM
169	the player uniforms need to be improved, the german ones look really goofy especially with no insignia of any sort, the german wehrmacht had fairly neutral insignia just throw that on but leave off the swastikas if thats the issue there needs to be a dramatic reduction of the use of automatic weapons, theres too many automatic weapons in a game based on a war where rifles were still the primary weapon	8/29/2016 2:49 AM
170	Offensive is by far the best game mode, it just seems to be stacked in the favor of the defenders. I understand game balance for a mode like offensive is delicate but perhaps give more waves or maybe even more players to the attacking team so that their odds are better.	8/29/2016 2:38 AM
171	Too many sub machine/ machine guns. Not enough players with rifles.	8/29/2016 2:23 AM
172	Squad AI seems to be very unbalanced in the single-player modes. For example, playing in Sicily as the attacking force the attacking AI will be slaughtered without little loss to the enemy, however if I play the same map as the defending team, the defending AI will be slaughtered.	8/29/2016 12:30 AM
173	Dog Red is a goddamn nightmare for attackers	8/29/2016 12:19 AM
174	i think you should have a state of injury where u r on the ground - cant move - but can still shoot.. like a mortally wounded last stand. possibly with bleedout.	8/28/2016 11:49 PM
175	I think that rifleman need to be much more common and other types of classes (assault, support, etc.) need to be limited to 1 or 2 per team (not squad)	8/28/2016 11:43 PM
176	Hip fire needs more recoil on mg's and maps need fleshing out, perhaps by being more compact and, we may have a bit too much automatic weapons. Also, the hackers need to be dealt with. Even if we report and hopefully the rest of the server does report, nothing happens. It's seemingly the same guy, he just doesnt get banned, and i already had 3 games ruined in the last week. I am not sure if this counts as a design flaw, but it sure is frustrating.	8/28/2016 9:54 PM
177	i find the hitbox not so good. i have the feeling that you die way to fast. this can also be solved maybe by letting the player know in wich part of the body they got hit.or simply add a health bar. please do not go to far with flamethrowers artilery and that sort of thing. i think most people are looking for a game with close combat like Team death match or search & destroy like the competitive matches they have in call of duty or counter strike. one more thing that annoys me and my friends is that when you lean to the left or right when standing towards a wall is that your weapon suddenly goes up because apperently your standing to clos to the wall or something? i hope you can find a better solution for this but after all i enjoy it and hope theres gonna be a multiplayer competition or somekind soon so we can play some matches against other teams in password protected servers and play in a cup or something like that. or else you might lose the interest from a lot of people. since gamers are mostly into competitive matches	8/28/2016 9:36 PM
178	Well the only problem for me is that for a WW2 game it doesn't use rifles enough, everyone can buy an assault rifle and that just isn't right for me. It is still fun but it doesn't feel like an actual battle from WW2 and more of a lighthearted simulation of it	8/28/2016 9:14 PM
179	Not a flaw, as such, rather, more in regards to something that can be added, to add to the objective-based gameplay and in-game immersion. The addition of planting/disarming dynamite/tnt in order to destroy objectives, like we can do in Day of Defeat Source and Wolf ET.	8/28/2016 8:49 PM
180	Balancing, offensive feels impossible as the attacker at the moment, I lose 9/10 matches on 'dog red' as attacker. Faction imbalance, the wehrmacht's weapons are simply superior to the commonwealth's at the moment. Also, why are half the maps in Italy when you can't play as Italy?	8/28/2016 8:28 PM
181	- outfitting is too difficult to handle -> UI design changes - officers should always be played by veterans -> voting system for squads? - the different gamemodes are not clear -> better communication, maybe introducional youtube video - radio/officer does not work imho -> kind of boot camp at the start??? - there should be limits for classes with automatic weapons! 2/3 of the teams should be rifles.	8/28/2016 8:24 PM
182	Single player bots play by different rules. If they are attacking say in stronghold, the bots have infantant respawns and no matter how many you kill they keep coming. This is frustrating as you would have half your team dieing on entry and can't get reinforcements until you capture a point. Also the player team's ai seem incredibly dumb compaired to the enemy ai.	8/28/2016 7:24 PM
183	I think the core gameplay is solid. It just needs a polish and more content. Issues like the prevalence of submachine guns could be addressed via class restrictions in server options.	8/28/2016 6:50 PM
184	The stronghold maps are just too short and feel a bit too open at times which can be easily exploited. Basically I want more maps like Ministry or Health Centre.	8/28/2016 6:20 PM
185	Squad joining screen at the beginning of a round is a little bit unresponsive.	8/28/2016 5:47 PM

186	The theme and voice acting are a bit comical and stereotypical. This detracts from the immersion. More mature, dark and human themes are greatly appreciated.	8/28/2016 4:10 PM
187	No, I love the game and I hope New World keeps up the great work.	8/28/2016 4:02 PM
188	more brother in arms + MoH AA maps because every map right now is easier for the Axes/Nazis	8/28/2016 3:49 PM
189	Arty usage. Should add tutorial	8/28/2016 3:43 PM
190	Singleplayer difficulty adjustments.	8/28/2016 3:13 PM
191	larger maps more armies	8/28/2016 3:10 PM
192	Bayonet has junky animations, artillery could improve to affect people in civilian buildings (not bunkers) Maps could widen for bolt action focus battles with more cover. Maybe include more bolt-action rifle focused maps?	8/28/2016 12:33 PM
193	i wish a parachute drop and vehicles entrance for coop missions for instance and also TNT for destructible objectives for variety because caping 24/7 become repetitive. <a href="https://youtu.be/8aEd71k8f1o">https://youtu.be/8aEd71k8f1o</a>	8/28/2016 12:18 PM
194	I feel the graphics could look waaaaay better for a game in this time frame. Almost no better then graphics from 2010 ish. The textures especially. However the smoke and such looks great!	8/28/2016 11:11 AM
195	Automatic weapons are too accurate. You should reduce the accuracy of weapons and also increase the view distance. Rifles are underpowered because you cannot see far because of fog.	8/28/2016 8:53 AM
196	lack of diversity on battle fields. E.G how about the eastern front with them commies or the jungles of japan? please consider this point it would make the game better.	8/28/2016 7:58 AM
197	Not really	8/28/2016 7:10 AM
198	Taking the first objective as the Commonwealth on Reichswald Offensive is extremely difficult, to the point where I've only seen it captured once. A layer of fog similar to the one on Dog Red could be beneficial to balance. Speaking of Dog Red, the fog could be extended a little closer to the bunkers, as it is very rare for the Americans to take the first objective.	8/28/2016 6:35 AM
199	Its buggy, with no progression (without progression some are unlikely to be motivated to play). It has limited competitive support so i feel it would be good to add some progression mechanic that allows you to show others you're highly experienced, but does NOT improve your killing power. RO2 does this well.	8/28/2016 6:16 AM
200	PLEASE ADD THE SOUND OF GEAR RATTLING WHEN MOVING :) having an entire squad start off the battle running towards the enemy without that looses immersion and can be easily fixed	8/28/2016 3:34 AM
201	it simply isn't as fun or as well balanced as DoD or even DoD:S as SMGs and snipers have too large an advantage over rifles and MGs	8/27/2016 11:53 PM
202	Unfortunately the biggest flaw I can see is the fact that it runs on Source Engine. You can still do a bit with that engine but I feel it is holding both Insurgency and DOI back in visuals, performance, and gameplay mechanics. I'm glad that Insurgency is being continued on a newer engine, I hope DOI follows sooner rather than later.	8/27/2016 11:37 PM
203	i think if there wont be more factions later people might get burned out on 'another germany vs us war'. thats been done alot. if you add smaller countrys like holland etc. alot more people would be intrested to see new styles of maps etc	8/27/2016 10:56 PM
204	I think the AI is sometimes just too accurate, to the point of frustration.	8/27/2016 10:47 PM
205	There isn't any gamebreaking stuff flying around at the moment, but the game is ugly as shit in its current state. I know it's source engine, but I think the awful graphics keep many people away under the false impression that it's just a random shooter with no effort put into it which is completely wrong.	8/27/2016 10:06 PM
206	Bots that instantly lock onto you from across the map then instantly head-shot you. Normally I would expect that when behind cover I would get suppressed and have to move to a different location but I would pop my head for literally 2 seconds then get dinked.	8/27/2016 9:19 PM
207	Too many automatic weapons per team. Restrict their availability to make the game more bolt-action and semi-automatic oriented.	8/27/2016 8:39 PM
208	Balance in Offensive	8/27/2016 8:35 PM
209	Yes, one of the only thing that bothers me is that the maps are so small the SMGs and even hip-firing MGs are much easier to use than the bolt-action rifles, most of the time you will see only a couple of riflemen since its much easier to hit 5 9mm rounds than hit a single 8mm rifle shot in those distances.	8/27/2016 8:26 PM
210	the 3d person player model movement looks clunky. Any chances improving 3rd person movement sysmtem?	8/27/2016 8:23 PM
211	Not really, just the point cost is a little odd. For instance I think as an american rifleman it costs more to field a Springfield with stripper clip, bayonet, and sling than it does to field a Garand. Basically, with that option why ever, ever choose the springfield?	8/27/2016 7:59 PM
212	The maps are too small which leads to exceptionally quick rounds and assault focused. The submachine guns are exceptionally accurate, even at range. Machine guns are full assault weapons and need more weapon sway when in ADS and not supported with a bipod.	8/27/2016 7:57 PM
213	Graphics, weapons, fractions	8/27/2016 6:51 PM
214	Maybe enlarge the maps a little more. Like Sicily the size of Bastogne but still has all the room to room combat	8/27/2016 6:32 PM
215	Maybe find some way to reduce the convenience or accessibility of flamethrowers	8/27/2016 6:28 PM
216	The MAJOR issue I have is the crashing. This is the only game where my PC completely crashes and gives me an "application has been blocked from accessing graphics hardware" error. Very frustrating and that's really the one thing that's holding me back from really enjoying the game.	8/27/2016 6:23 PM
217	The Germans seem to be a tad bit overpowered at the moment. It seems they tend to have many objectives which have only a handful of flanking oppertunities, many of which you have to run out of bounds for a second to even get to. That combined with the MG42 and sniper spam makes them pretty frustrating to fight against if you are the allies.	8/27/2016 5:59 PM
218	Bugs and balancing issues aside: A lack of maps, and a whole lack of teamwork when playing online. Right now, if you play online, you'll have a team with very mixed together players, some really good ones, some people playing it the first time. A team that changes upon every round with half of them not hearing voice chat or even reading chat. Coordination and strategy can be very difficult to get together.	8/27/2016 5:31 PM
219	more blood or horror stuff like dismemberment, more bloods, horror cries..	8/27/2016 4:57 PM

220	Needs more maps—including France, Belgium, Holland, Germany. Destroyed villages, hedgerows, thicker forests in Belgium. More snow maps, snow villages, bell towers. Also needs better player skins and voice acting. The US and British voice acting has already gotten pretty old and borderline annoying. Also, definitely remove the repeated voiced description of the gameplay at the start of each round. There is no need to listen to that every time your team has to respawn. Should implement a full HUD removal option, besides the console command. This should still allow a player to view the player customization page, end of round/next map choice pages, while enjoying a "clean screen". the HUD toggle should remove everything—even the text on bottom right. Need to be able to bind melee to a single key..like SPACE for example—which will draw your knife (like Insurgency does). I miss that feature coming from Insurgency. This game needs Track IR support	8/27/2016 4:49 PM
221	Need a legit party system so playing with a group is that much easier	8/27/2016 4:24 PM
222	Lack of maps and overall weapon and gameplay balance currently, somewhat outdated engine that doesn't handle big maps very well.	8/27/2016 4:14 PM
223	Map not balance well, etc. dog red. If both team is equally good, defend team can usually win without a sweat. Not much teamwork require for German, but huge amount of teamwork is required for allied, thus not balanced.	8/27/2016 3:49 PM
224	Sometimes the maps feel empty even with a mostly full game. Also, more maps!	8/27/2016 3:27 PM
225	None so far. Perhaps one complaint is the frequency or ease of igniting yourself as flamethrower.	8/27/2016 2:55 PM
226	Obvious things such as bug fixes and optimization. I never cared too much about the graphics in any game, but I think it'd help in overall sales.	8/27/2016 2:53 PM
227	Maps are very chokepointy	8/27/2016 2:22 PM
228	Maps are frustrating, too many situations where you'll have advance past point where enemy regularly comes behind your back (eg. Sicily). Urban maps do not have any flow to them, just labyrinths with hard 90deg turns.	8/27/2016 1:33 PM
229	AI Are extremely Over powered. As in they react quicker than any human can, and I do understand that the factor of movement and running getting their attention which I tested. Problem is the times I move quietly I often have less than a tenth of a second to shoot or die and they rarely miss.	8/27/2016 12:51 PM
230	The current trajectory of Day of Infamy's gameplay is satisfactory. I do have concerns about the number of maps available though, and hope that many more will be available at launch.	8/27/2016 12:41 PM
231	maps could be like 25% larger, a little more bride frontline is what i desire, but i dont know if the engine gives it, if it does, try it pls, the map with the river would be so great if the left and right side of the bridge would have more walkable buildings and streets.	8/27/2016 12:25 PM
232	Some maps are too tight. Repetitive spawn cycles leading through the same path. Bland, dark, uninteresting maps with poor, boring objectives	8/27/2016 11:42 AM
233	fps drop the longer i play it	8/27/2016 11:05 AM
234	Nope, the gameplay is perfectly fine in my eyes.	8/27/2016 10:55 AM
235	At the moment just a lack of content.	8/27/2016 10:36 AM
236	Map balance and game mode balance.	8/27/2016 10:25 AM
237	No Major Flaws just keep both Maps,Game Modes and Weapons as Balanced as possible	8/27/2016 9:48 AM
238	YES! PLZ! Bombs dont stay in ground stuck with just the tip touching earth! Make them at least penetrate inside the ground, or make them disappear! so irritating and funny :D	8/27/2016 9:17 AM
239	It could use a medic class, though it might not be feasible with the engine. Medics could revive players that haven't received "fatal" wounds. Attention to detail in the campaigns such as units involved would help immersion. IE Italy campaigns featuring the German unit or 82nd airborne division with patches etc	8/27/2016 9:17 AM
240	Not so much a major flaw, but when bringing a weapon up to aim down sights, the animation from hip to eye could look a little more 'organic' instead of just doing a straight slow line up to the eye.	8/27/2016 9:15 AM
241	negative.	8/27/2016 9:00 AM
242	Some maps can feel difficult to attack on Offensive gamemode. Generally the graphics/models may seem unapealing to others.	8/27/2016 7:21 AM
243	Work on the flamethrower class, there is a bug (which i'm not sure if it was patched) but if you hold L. click and while you are shooting the flamethrower and die the noise of the flamethrower would remain until you respawn and click left click again.	8/27/2016 7:15 AM
244	Only flaw would be the community which can be toxic at times and not play in team as the game intends it	8/27/2016 7:14 AM
245	On singleplayer you can't change classes during the game. Friendly bots looks less efficient than enemy bots. The Idea of running back to get more players is not very fun.	8/27/2016 7:00 AM
246	Too many snipers and poor loadout choices (machine guns for assault players...)	8/27/2016 6:49 AM
247	Need fewer 'actions' to call support. When calling support perhaps use map grid location or provide a 'cursor' to confirm location. 'Clipping' issues often allow defenders to shoot through walls at angles where attackers cannot see so much as a barrel	8/27/2016 6:19 AM
248	Even though you've balanced everything well, it makes no sense to me that the defenders have more waves than attackers. At almost every battle you guys have, the attackers greatly outnumber defenders.	8/27/2016 5:51 AM
249	longevity of each individual game is very short.	8/27/2016 5:28 AM
250	graphics are somewhat unattractive at the moment.	8/27/2016 5:06 AM
251	No major flaws I know of.	8/27/2016 5:01 AM
252	Single player friendly AI is shockingly bad, and the frequent enemy respawns exacerbates the problem. You're essentially a one man army.	8/27/2016 4:29 AM
253	game crashes forcing user to restart computer, enemy AI difficulty for classic should be reduced slightly, friendly AI too passive (hardly assists players)	8/27/2016 4:15 AM
254	Performance should be improved, and needs more content (maps, weapons) As well as visual improvements. Right now visuals is a big reason why I know some people won't play it.	8/27/2016 4:09 AM
255	Dog Red can be turkey shoot, but also snow balls way too fast against the Germans. Giving people a reason to play support, people see it as a very passive role to play.	8/27/2016 4:09 AM
256	it lacks fast action from DOD	8/27/2016 4:08 AM



257	Little punishing for new players, especially those who are new to the genre of realistic FPS games. I don't have any plans to propose at this time to remedy this, sorry.	8/27/2016 3:50 AM
258	the graphics are a little outdated which might turn some people off from it just based on that	8/27/2016 3:49 AM
259	Pump up terrain, weapon, and character models for PC rigs with strong graphic cars (like my GTX 980 Ti OC).	8/27/2016 3:22 AM
260	Some maps have certain areas which can be very imbalanced for offensive matches, such as the first point of Reichwald's first capture point, the choke point in the middle of Sicily	8/27/2016 3:19 AM
261	Less manic, extreme bot defence. Acts like hackers often. Unfriendly to Old DOD and Dod Source, RO2 Players used to less extreme bots & who may want to switch by testing game. Also, Very Hard to find self on map pulled up. Takes a LOT of time wiggling mouse to locate self every time. Should be a different color or larger.	8/27/2016 3:14 AM
262	more maps	8/27/2016 3:09 AM
263	Bot AI needs some work as they sometimes are a pain to kill and other times they just funnel all together in groups and get killed like fish in a barrel, but I know that will come eventually. Not sure if there's an option to fix it as I haven't found it, but I notice lots of fog (?) when looking farther away, even in a town area like Ortona. Can't seem to find a draw distance option, but it's very hard to see people with a sniper even 100m away.	8/27/2016 2:59 AM
264	There are too many artillery strikes. I think it should be a semi-rare thing, not something that's going off all the time (with a good team).	8/27/2016 2:56 AM
265	My main issue with Day of Infamy is that it feels weirdly empty. Like there are a bunch of different flanking routes and areas but nobody is in them. It doesn't feel like a big WW2 battle. Even when I'm in 32 person servers it feels more like 12 people. I'd like to see larger servers or more intimate maps. Insurgency feels jam packed in comparison. Also if you add more maps please for the love of god don't add more wide open stuff like Bastogne, I mean I guess some people like getting repeatedly sniped from across the map as they run to objectives, but I can't stand it (just my opinion though). I'd love to see more narrow and urban maps like Insurgency.	8/27/2016 2:52 AM
266	Game definitely needs more maps. Holland would be very nice. If you feel like it you could play as the british and land on top of chimneys wit the parachutes.	8/27/2016 2:48 AM
267	It'd be nice if a market was given showing where fire support would land and maybe if officers could adjust their aim before calling it in, instead of having to be in a fixed position.	8/27/2016 2:48 AM
268	Some (most) of the maps are foggy/hazy to the point of being kind of dark and muted. There are other ways to create atmosphere without so much fog (I realize it is probably also for optimization). Insurgency had many bright, clear maps with incredible atmosphere. As the art team adds more details, consider brightening some maps and reducing fog. You can always have a dark/night variant that plays totally different like in INS (but idk how well this would work w/o tac lights and NVGs).	8/27/2016 2:41 AM
269	voice communication is shitty at best. Hard to hear other players even whey they are right next to you with in game VOIP. I understand when they are far away it is supposed to be hard or impossible to hear them, but I could be standing on a guys toes and can't hear them.	8/27/2016 2:28 AM
270	Not really, no	8/27/2016 2:25 AM
271	medic mod would be nice. Ability to call in artillery via map instead of where you are looking.	8/27/2016 2:24 AM
272	Perhaps its too similar to insurgency and some people who played that game for above 600 might be a bit fatgued with another game like it. But the additions do a good job to still separate it.	8/27/2016 2:06 AM
273	The UI is very bare-bones and uses a really hard to read font.	8/27/2016 2:06 AM
274	I really think the objective borders has to be displayed on the minimap, otherwise you really have no clue what area you are supposed to clear out of enemies. After 30 hours of playtime I still have no clue. Also feels like there has to be some game mode that is not about capturing objectives. Maybe it is smart to keep the game all about reinforcements to not dilute the experience or what to call it though. Perhaps the classic "capture enemy intel" where you can pick the intel up at some place, preferably not enemy spawn, and have to walk it home. If killed, the intel is dropped on the ground and acts as an objective for the enemy that once captured returns the intel home. Teammates can just pick the intel up and carry on as if they picked it up at the regular spot. Something like that. Just realized I might have skipped a game mode suggestion question earlier. Sry :D. There also might need some way to help with reinf wave management, which was a huge and imho fun part of competitive insmod.	8/27/2016 2:02 AM
275	no.	8/27/2016 1:55 AM
276	Dated graphics very rough around edges. Quality not quantity. Single player mission briefs/ story campaign. So many possibilities with Ww2 that haven't been looked at before. Lack of small scale destruction like doors, wood, interior walls etc. The effect is satisfying in modern shooters Competitive ranking system to give the player purpose and direction. Nice UI. Hint system or Tutorial mission.	8/27/2016 1:50 AM
277	No major flaws really. Some facial animations would go a long way.	8/27/2016 1:43 AM
278	Although there are some people who can play a single map for years, I think DoI would be much stronger with a substantially larger map pool. Even the largest (official) maps currently in the game, run out of unique ways of attacking sooner than later. This could also be addressed by increasing map complexity. Opening more buildings and diversifying the available routes of attack. While this obviously creates an issue for the defenders, it is possible to balance such design changes. Red Orchestra 2 does this fairly well.	8/27/2016 1:42 AM
279	The maps seem too small.	8/27/2016 1:25 AM
280	Weapon balance and which weapons should be deadly at long range and deadly at short (Not fun having a machine gunner 2 tap you from across the map on Bastogne)	8/27/2016 1:21 AM
281	Bolt actions are effectively worthless, vary rarely will I see someone or myself use them efficiently.	8/27/2016 1:10 AM
282	Negivite Sargent	8/27/2016 1:07 AM
283	too few riflemen	8/27/2016 1:01 AM

284	Yes, the game is sluggish, the animations and weapon switching take forever, and the movemnt seems weighty and un-responsive. Playing DOI you ofen die and think to your self if i had only pressed that key 2 secounds earlier i would have lived. I come from counter strike a game tha gets this right, i don't mind dieing but when i do i want to feel as if there was either something I could do or that the other pkayer was much better than me. And in real life too the human bodie can react incredibly fast, and so can DOI players but it doesnt mean anything if we have to wait for a slow sluggish animation to go through, if im reload and someone starts shooting, i press the key to switch from my reloading gun to my pistol, if it were real life i would drop my rife and grab my pistol as fast as posible, its life or death, the player needs to feel as in control as posible. I love your game, but this is a flaw that it and many other shooters sufer from, please buy Counter Strike Global Offensive and try and modle movment and weapon switch and reload times and jump speed and recovery after it, hell its a scource game too. oh and fix prone it takes forever and you die some many times, just lay on the ground ir! a few time and then emulate that it doesnt take forever. peace out	8/27/2016 12:52 AM
285	Not so much a flaw but something I would like to see, is having a little extra work on the bots so that they are competent in all the games modes, not just the dedicated Coop modes. More than enough times I've wanted to just jump into a match either on my own or with a buddy and just plow through an Offensive game on Dog Red, or perhaps get stuck into Liberation at Ortona. The ability to launch singleplayer and co-op games from the main menu as a full blooded option (without having to fart around with console commands) would be the real cherry on the cake. And if we have a few options we can play with before we start those games to customise the experience further (bot counts, team difficulty settings, loadout restrictions etc) then that cherry will no doubt get a whole lot sweeter! Yay metaphors!	8/27/2016 12:48 AM
286	One thing that worries me just a bit is that of all my games playing the Offensive game mode, I've not yet seen the attacking team win. Usually, it is pretty much a slaughter. For some reason, in Insurgency when playing the Push game mode, I thought there was a pretty good balance where the attacking team would definitely win every now and then. In Day of Infamy, the Offensive mode is usually the biggest source of frustration for me. I really love the Liberation mode/modes where both teams try to capture control points and gain a wave or two of reinforcements each time it is captured.	8/27/2016 12:39 AM
287	Some maps are imbalanced (Dog Red) and the high speed of movement is too unrealistic. We need a gameplay a little slower and it will become a more tactical game. At this time, it's run and spread, as a lone wolf...	8/27/2016 12:32 AM
288	More VO variety, more map optimization	8/27/2016 12:26 AM
289	Yeah a major flaw is the lack of vehicles. WW2 is all about total war and only a infantry base game I think will lack players because of it.	8/27/2016 12:13 AM
290	I do not enjoy waiting 10 minutes to start a new match because I died and the waves ran out, and so we sit and observe this one guy who's sometimes AFK, or camping, for 10 minutes sometimes before he's finally killed. I leave the server before the match ends usually because waiting around for such a long time is no fun.	8/27/2016 12:12 AM
291	48 player servers would be better than 32 player servers sometimes I find myself having trouble finding other players to kill.	8/27/2016 12:09 AM
292	There are definite balancing issues here and there, The single player AI is far too aggressive and needs tweaking. some levels are seemingly impossible on your own. The Co Op is better but could be improved on by adding better team commands for your squad. I believe only the officer can command units and that can get annoying when the officer dies a minute in to the match. how do I coordinate my team when I cant tell them anything?	8/27/2016 12:08 AM
293	The recoil seems very bad when unsited on some machines guns even at point blank you miss which isn't right The Sniper Scope is not an enjoyable experience and needs significant improvement, look at COD2s sniper. When you press reload and then run, it cancels the reload... When you Iron sight you still make to much noise walking Throwing a grenade as german takes far to long compared to allies	8/26/2016 11:53 PM
294	The Squadlayout is still "random" imo. Also the Officer should have more options of "leading" the squad, may it commwise, by waypoints or whatever.	8/26/2016 11:50 PM
295	additional multiple stance modes and lean features would be nice	8/26/2016 11:45 PM
296	Maybe moving vehicles...Plane bombardment	8/26/2016 11:43 PM
297	Included a first person body model. This game and insurgency flaunt about realism and yet you are still a floating torso with arms, a head, and a gun.	8/26/2016 11:38 PM
298	I find it hard to see where you are located on the minimap. You location should jump out at you at a second's glance, and it doesn't. Might be nice to see some vehicular combat, but I understand that might upset the balance and would require more maps.	8/26/2016 11:23 PM
299	Realism. WW2 in real life was pretty "balanced", in the sense that firefights were not particularly one sided. The Germans had lots of MG42s and MG34s that provided supporting fire, and a decent number of MP40s too. The Americans had the M1 garand, but far fewer belt fed MGs, favouring the BAR. The Brits had the awesome Lee Enfield and Bren gun. (though the Bren is hard to represent accurately in game, as the mag placement sucks) point is, you don't need an unrealistic number of STGs and G43s to balance your game.	8/26/2016 11:13 PM
300	Like previously mentioned, the lack of vehicles is the only flaw I can really think of. You get to use anti-tank weapons but don't really have much to actually use them on except hardpoints, which rifle grenades are usually better for anyway.	8/26/2016 11:12 PM
301	Dog Red needs 3x as many US players to feel more correct. Grenades feel clunky, hard to use at times, or just unreliable(eg. rocket/grenade launchers).	8/26/2016 11:08 PM
302	The AI in PVE needs to be more adjustable. The bots are brutally accurate. I don't mind a challenge, but it would be nice to have the option to turn them down a little more sometimes.	8/26/2016 10:53 PM
303	Spawn numbers for maps - sometimes the maps give inaccurate number of spawns (1 for Defenders vs 30 for Attackers) etc.	8/26/2016 10:52 PM
304	Maps too small Maps too linear - not enough objects or intricacies in design for counter play. Cant help comparing it to insurgency alot as that has a great balance of approaches for different camping spots/choke points but im aware they have had alot of tweaks improvements over time to get to where they are.	8/26/2016 10:40 PM
305	There really needs to be more coop maps. I know it's early, but this should be a high priority.	8/26/2016 10:39 PM
306	More player slots should be added and I'm just waiting for new content in general	8/26/2016 10:28 PM
307	The graphics are not good - they could do with some work	8/26/2016 10:26 PM
308	Some factions, natably the whermacht seem to be overpowered technologically, which is fine as long as the other factions are balanced in terms of reinforcements or defenses.	8/26/2016 10:22 PM
309	There should be far fewer automatics, teams should be 80% rifles or more.	8/26/2016 10:12 PM

310	Weapon balance mostly. My biggest issue right now is unmounted machine guns running around Rambo style, headshot on a dime. MG's really need a series nerf when unmounted and running around. They should not be able to hold down any sort of accuracy for extended bursts. I would also encourage the number of class slots be seriously reduced. 4-6 snipers or MGs per team on a 16 man team is ridiculous. Reduce all classes to 1/2 to promote more realistic squads consisting of mostly riflemen. Insurgency had this right!	8/26/2016 10:11 PM
311	Bastogne, for me anyway, is just a bit too laggy. Perhaps work on that if you can?	8/26/2016 10:10 PM
312	perhaps the lack of maps, but i am aware that you guys are making a new map called "avalanche" and that maps take time to create and balance right.	8/26/2016 10:07 PM
313	no i do not	8/26/2016 10:03 PM
314	Defense is a bit OP in multiplayer.	8/26/2016 10:03 PM
315	More maps!	8/26/2016 10:00 PM
316	Need to work on enemy AI not being able to "snap-shoot" you (that's what we call it). Sometimes an enemy won't have their gun up, or they'll be running, or they'll be way down range, yet they somehow fire a round that kills you. Some animation or delay needs to be built in. So if you are set, and they are doing something that realistically would make them unable to shoot accurately, they shouldn't be able to squeeze a shot off with their barrel not visible behind a wall or sandbag, and still snipe you. UI design of resupply. Some bolt actions need to be cycled faster. People who are good with bolt actions can cycle them much faster in real life. Main menu/team/friend lobby for coop	8/26/2016 9:56 PM
317	Even though I've never gotten angry at maps or modes or felt they were terribly imbalanced, certain maps and modes could use tweaks to make the fight a bit more even	8/26/2016 9:49 PM
318	Not necessarily a "flaw" but the game could desperately need some sort of "destruction-system" in accordance to the engine. i.e. exploding objectives, changing surfaces after getting shot by rpgs ... this could add enormously to the emersion department.	8/26/2016 9:48 PM
319	Map balancing/suitability. Gameplay mode similar to DODs- with no time limit/wave limit. Capture points until all are in the hold of one team.	8/26/2016 9:45 PM
320	IMO: Too many classes can select full auto guns. A major part of WW2 was bolt action weapons and it would be great to see this represented a bit more.	8/26/2016 9:40 PM
321	I still believe there's too many "specialized" roles available in the squad, often causing an MG/Sniper "party!". Would love to just see more Sten's/MP40's/Karabiner/Enfield's on the battle field to give it that sort of infantry feel.	8/26/2016 9:36 PM
322	Yes - the bolt action rifles. No one plays rifleman, unless they have no choice. The rifles don't work well, even at distance. First i thought there's something wrong with my mouse - but in Verdun and RO2 i play mostly with bolt rifles and do exceedingly well even against automatic weapons. Maybe look into those games, see how they tackled this issue, and act accordingly. Thanks.	8/26/2016 9:34 PM
323	Alot of maps are unbalanced, for example Dog Red... its almost impossible to win as Attackers	8/26/2016 9:32 PM
324	A bit more optimization and smoother animations would be nice. The performance on my laptop is a bit low for the graphical fidelity offered.	8/26/2016 9:29 PM
325	Automatics are still a bit too common. I have yet to try the recent re balance though	8/26/2016 9:24 PM
326	Don't stick too close to Day of Defeat. It had some antiquated, maze-like map design that I've seen too much of in your game.	8/26/2016 9:23 PM
327	Voice chat The fact that you have to stand close to your teammates in order to speak or someone to pack a radio seems retarded for an online game. Dont take realism to extreme and let people communicate to each other. Social interaction is more important than you might think	8/26/2016 9:19 PM
328	More maps. Increase effect of suppression.	8/26/2016 9:16 PM
329	Yes. 1) See previous comments on the pain of being an officer (AI and human radio ops running away), 2) the heavy machine gun(s) being way too powerful. 3) Rewards when you are playing an objective mode, and the last living person is running around working on their KD, short of vote-kicking, there could be another mechanic for the rest of the team to rejoin (say a new wave after some period). 4) better rewards for good team play (falling back, on the objective to revive the team, responding to an officer) 5) Consider rewards for snipers that actually provide overwatch to an objective. 6) Consider down but not dead, and team healing, and rewards for that. 7) Provide more balance, such that games CAN NOT be won, without the team working together, at least on Brutal (hard). Lastly, need a way to REALLY reward people who play the objectives. You should DEFINITELY give points to players who fall back and revive the team, who answer the call of the officer, who take an objective to revive the team when they are last man standing... etc... There is already enough rewards for rush, spray and pray kiddies.	8/26/2016 9:13 PM
330	Maps should be a little bit bigger. Since everyone is with bolt action its really feels cramped most of the time. For some reason I never felt cramped in any official maps of Insurgency (playing since Beta) but in DOI half of the maps are too small.	8/26/2016 9:10 PM
331	- Weapon balance. Why would I choose a rifle if the automatics do the same amount of damage / are really precise...? - Map size. The game needs maps for (fast) 5v5 or 6v6 competitive games.	8/26/2016 9:03 PM
332	Personally, to be honest.. I would love see more players in the game, 32 feels to spaced out... Gameplay is fine but im sure you will not screw up you all have had lots of experience with your prior-games. I have nothing eles to think of...	8/26/2016 9:03 PM
333	Make it so less people can use the automatic guns like thompson/mp40/stg44/etc and more people having to use lee enfield/kar98/m1	8/26/2016 8:58 PM
334	There really needs to be a way to resupply somewhere in the middle of the map, especially when playing against AI. It's a pain to run all the way to the start.	8/26/2016 8:56 PM
335	What made old WW2 games great (Call of Duty, Brothers in Arms, etc.) great was the immersiveness. Being able to really get into the game and the role you're playing. Adding depth and better pathing for AI would help. I like the dialogue on the Ally side, however the Germans feel like they shout the same few things over and over.	8/26/2016 8:51 PM
336	Some graphical issues when prone (le: floating), keys not already bound for you (le: officer commands/ artillery)	8/26/2016 8:50 PM
337	Bullets still come out of the models forehead. I understand thats its a staple of source games, but fixing this would make the game so much better.	8/26/2016 8:50 PM
338	Feels a little bland after playing it for 50hrs.	8/26/2016 8:49 PM
339	Well like you know more features etc.	8/26/2016 8:47 PM
340	no.	8/26/2016 8:46 PM

341	After finishing a mission in singleplayer, when it turns over to a new mission you can no longer take control of bots when you die as if it goes to coopretive	8/26/2016 8:41 PM
342	maybe the water like when it is being shot we can see it shoot up and react to bullets. sound effects could be improved make water slow us down add more realism	8/26/2016 8:38 PM
343	Maps can be very one sided.	8/26/2016 8:38 PM
344	map design	8/26/2016 8:35 PM
345	Game balance and game performance utmost. Frontline is supposed to be a balanced gamemode but asymmetric map features ruin it, though liberation doesn't have this problem since you can capture any point at any time. Certain offensive maps need help, for instance Dog Red and Commachio.	8/26/2016 8:34 PM
346	Not really, but it would be nice if artillery could be called in via the map, and not where your crosshair is. I've been killed by friendly artillery many times because someone looked away and accidentally called in arty right on top of where I'm standing. Also, this isn't a major flaw but it's a little confusing that it's not in the game yet, but a dedicated medic class! M1 Carbine for allies, C96 auto pistol for axis, and they have medkits/bandages that can heal a player either temporarily or completely. The death animation could be edited as well to fit in this functionality by having it force to fade to black for 10-15 seconds so that a medic can come over to heal you during that time or you can still make a call out to your teammates that are close to you. Unless you are killed by a headshot obviously!	8/26/2016 8:26 PM
347	The only major flaw that I hear many people complained that the game look a lot like it a carbon copy of Insurgency. The game is largely kept the same, the graphic and the engine is outdated. But as more updates come to Day of Infamy. I can assure you the game going to be completely different. No, I don't think their going to be any issues for your next game and I have faith on your next project	8/26/2016 8:16 PM
348	Singleplayer AI is terrifically horrible. Allied AI seems to do little to nothing and enemy AI easily wipes out your allies through no fault of your own, irrespective of the difficulty setting.	8/26/2016 8:15 PM
349	Balancing.	8/26/2016 8:14 PM
350	No major flaws. Just little improvement here and there need to be made. Needs more maps for sure.	8/26/2016 8:07 PM
351	Keep it up! If I ever meet you i will buy you an 24 pack of Red Bull for you and a Starbucks. Cheers Lads!	8/26/2016 8:06 PM
352	We desperately need aim stability mechanic witch gives you stability when aiming near a doorway, window, ledge etc.	8/26/2016 8:06 PM
353	i think adding more factions would deeply help the amount of depth to the game , increase the amount of people as well. example: marines in the pacific against the japanese empire. example two , Russians against the Wehrmacht because that was the turning point of the war , maybe like a battle at Stalingrad?!!?	8/26/2016 8:04 PM
354	A lot of the time you never get to a capture point. As the teams are too unbalanced.	8/26/2016 7:59 PM
355	Some maps need to be balanced (Bastogne, Dog Red)	8/26/2016 7:59 PM
356	It needs more immersive HUD, menus and components (like endurance and morale) More gore too, War is dirty	8/26/2016 7:58 PM
357	Massive lag compensation. I die from people who appear on my screen after I'm already dead	8/26/2016 7:54 PM
358	I find too much recoil in the machine guns.	8/26/2016 7:54 PM
359	please make it easier to play with noob friends. maybe add a marker for steam friends	8/26/2016 7:53 PM
360	lacking russians	8/26/2016 7:50 PM
361	Major flaws? Nah. You guys launched into EA with the most important boxes already checked. It runs decently. Check. The gameplay mechanics are already polished and working perfectly. Check.	8/26/2016 7:50 PM
362	I would like to have the option to toggle leaning.	8/26/2016 7:49 PM
363	Work with the GUI some more and fresh out the game for better optimizations for lower spec PC's	8/26/2016 7:44 PM
364	Movement speed (too fast)	8/26/2016 7:43 PM
365	Perhaps issues with the stacking AI bots getting stuck sometimes.	8/26/2016 7:35 PM
366	Forest in Bastonge and Reis...something (cant remember the name of the map) must have more trees... Bastonge especially, because it too hard and forest are more dence, taiga especially..	8/26/2016 7:28 PM
367	minor animation stuffs	8/26/2016 7:27 PM
368	No, you've been doing an excellent job, and each update has been almost universally positive.	8/26/2016 7:27 PM
369	Balancing issues	8/26/2016 7:26 PM
370	Needs attachments that can be unlocked and a bunch of weapon skins that can be unlocked.	8/26/2016 7:20 PM
371	Some map designs need work, Dog Red can be a bit frustrating but new patch may have fixed this. Some kind of tutorial videos explaining how mechanics work. Artillery, game modes, classes, weapon basics, etc. Something quick but optional for the player.	8/26/2016 7:18 PM
372	Lack of vehicles I would say but I know Source engine can't cope with that so no major flaws.	8/26/2016 7:17 PM
373	Nothing that could be fixed by a dev team.	8/26/2016 7:16 PM
374	I saw that one guy has a sniper but the scope was white, this is just a texture bug,maybe it was patched last update, i didn't checked jet	8/26/2016 7:15 PM
375	Hats.	8/26/2016 7:10 PM
376	1st person camera when ADS, compared to character profile seen by the enemy. (top of the helmet barely visible when an enemy is in cover, yet the enemy has full vision and aiming capability at the same time), to name one thing that annoys me.	8/26/2016 7:09 PM
377	N/A	8/26/2016 7:06 PM
378	Character designs could be improved.	8/26/2016 6:55 PM

**Q25 (Optional) Does Day of Infamy have a unique selling point? If so, what is it? If not, do you see there being a way the game can evolve to further stand out?**

Answered: 317 Skipped: 496

#	Responses	Date
1	If you make it more and more like Insurgency.. people will play it. If not, will dies fast.	11/10/2016 1:53 AM
2	Not yet. It does not have a large increase of features/graphics/maps over Day of Defeat: Source.	9/29/2016 6:58 PM
3	Day of Infamy has a unique, but basic gameplay style. It would be best to keep this sort of feel, while polishing up the game as much as possible without altering the gameplay style. This would include adding more maps, balancing the existing maps, and major performance improvements.	9/29/2016 4:10 AM
4	Day of Infamy is a very clear shooter. You haven't learn any difficult things to play, you just have to improve ur skills. I think at the moment Day of Infamy satisfy a lot of gamers, cause there aren't any good shooters out there with WWII scenario. Battalion 1944 will be a hard competitor in early 2017 and Battlefield 1 just sucks, lol.	9/15/2016 12:21 PM
5	Great teamplay, mix of arcade shooter (COD) and realism (RO2)	9/15/2016 4:28 AM
6	Realism.	9/14/2016 4:58 PM
7	realistic ww2 shooter, that is still fun and teamwork based. More officer/other player interactions could make this even better. Maybe create some kind of scout class, that also needs a radio to phone back enemy positions or something. I also really like how the whole radio thinks works as of now, it feels very realistic but until now, there's not that many uses for it. Other than that, keep up the great work and lets make this game as huge of a success as it deserves to be	9/14/2016 1:38 PM
8	Yes, it's not another game like the horrible Modern Warfare franchise.	9/14/2016 2:47 AM
9	I think its identity has yet to form. Aside from adding vehicles, having ranked competitive matchs. Please also do this to Insurgency.	9/13/2016 7:47 AM
10	Realism	9/12/2016 6:29 PM
11	Unofficial Day of Defeat sequel	9/12/2016 6:10 PM
12	The teamplay and the offensive mode.	9/12/2016 5:53 PM
13	High paced, close quarters WWII battles, extreme damage model and encouragment of teamwork.	9/12/2016 5:43 PM
14	No rank-up or grind for unlocks.	9/12/2016 4:15 PM
15	Would like to see Russian Italian and Japanese forces in the future	9/12/2016 3:33 PM
16	Realism without a major learning curve	9/12/2016 7:16 AM
17	Combat is brutal and feels real. It forces you to actually keep your head down and think tactically, rather than run-n-gun like in a typical Call of Duty fps. I think maybe a more destructible environment would really push this over the top. Nothing too crazy (like DICE's Battlefield series). I think the overwhelming feeling of being under fire, avoiding snipers and mgs and so on, would be enhanced if a ton of debris was flying all over the place.	9/12/2016 4:52 AM
18	day of infamys selling point is that its not call of duty, its not generic.	9/12/2016 3:00 AM
19	At the moment... No	9/11/2016 4:32 PM
20	I suppose I would say: realism. The lack of a cross hair and just how easy it is to die if you're not careful. These are features that would attract a lot of people if marketed correctly.	9/11/2016 6:41 AM
21	everybody loves WWII games	9/11/2016 6:36 AM
22	The loadout screen is very original, and the authenticity is there. It has a great balance between realism and fun gameplay. However, I think there needs to be a tutorial, and the singleplayer missions work very strangely. Also, the graphics are alright, but the faces, or more specifically, the eyes are very off putting.	9/11/2016 1:41 AM
23	I think it does, as there are no real realistic focused WW2 FPS games which are currently selling and this fills the niche.	9/10/2016 7:27 PM
24	Sorry not that I know of right know or if I can remember right know, but it is one of the very few REALLY GOOD WWII games that have been released for the past few years :)	9/10/2016 12:47 PM
25	I think its nearly there - I would have the focus as the USA vs Germany and the British vs the Italians. Not many games use the Italians and when they do they are always perceived as some lesser form of the German army (and I say this as a brit, not an Italian). You could push this theatre to your advantage and give us a game that has the weapons and fights that others simply don't bother to provide.	9/10/2016 12:18 PM
26	Realism, and emmersion, Day of Defeats Succesor	9/10/2016 10:10 AM
27	more realistic	9/10/2016 3:11 AM
28	upgrade to Unreal Engine 4, like Insurgency Sandstorm	9/9/2016 10:53 PM
29	Western theater WW2 shooter, that's about it. The only other WW2 shooter is RO2/Rising Storm, but that's a different theater.	9/9/2016 9:38 PM
30	Its selling point is a realistic WW2 shooter that is pretty fast paced. I'd say that without a ranking system and matchmaking, it's just another server browser shooter that you can enjoy for a bit then forget about. It would be very unique and desirable if you could get the ranking system working and enjoyable. For instance, if you have a matchmaking gametype, make the highest ranked player in each squad the officer, make support classes require a higher rank than the rifleman class, etc.. I think something like that would help people stay interested in the game and give them more incentive to master each class and generally get better at the game.	9/9/2016 7:23 PM
31	Fluidity, movement around the map.	9/9/2016 4:57 PM
32	Enjoyable realism/ great mix of realism and fun - not to the extent where things like bandages, leaders and medics are required.	9/9/2016 4:56 PM
33	The cool core INS style gunplay needs to be emphasized, but I dont know how that can be communicated with a trailer/footage. Emphasise the no killcam, no kill message, confirm your kills style of gameplay it has. Emphasise	9/9/2016 2:40 PM
34	Yes it does, It has functional gameplay but it is hard. I mean you die a lot and at any time someone can one-shot you and you die. No kill-cams, no killer info, you just die. This is why I originally liked Insurgency a lot and as a old Cod player like the WW2 atmosphere even more.	9/9/2016 8:30 AM
35	its not very unique except the dog red map (which is the best map)	9/9/2016 5:24 AM

36	Co-ordinated Charges, bayonets, more focus on melee and close quarter combat or improvised combat. Main selling point for me was I hoped to see a decrease in firepower with nearly all weapons in comparison to insurgency. with less firepower fire fights last longer and you wont constantly and consistently die instantly.	9/9/2016 2:02 AM
37	the next day of defeat	9/9/2016 12:05 AM
38	is a combat simulator. Very different than the most FPS in the market	9/8/2016 9:09 PM
39	I miss the good old days of DOD and other DOD players do to	9/8/2016 4:18 PM
40	WW2 Realism, Multiplayer, Firesupport	9/8/2016 3:53 PM
41	Work out your own marketing strategy... if you can!	9/8/2016 11:22 AM
42	Unique selling point is a fantastic WWII setting with great visuals and gameplay, with room for improvement on that, still I love playing with the simple weapons and attachments to kill other people, don't have to worry about a guy jumping out of the window across buildings and shooting me in the head after a 360 spin, you know?	9/8/2016 10:34 AM
43	AI missions, Private servers, LAN support let you create a game that will match your style.	9/8/2016 8:28 AM
44	The biggest reason I love the game is the story behind the creation of it. Besides that, if there was a actual story to the game, undoubtedly it would stand out more. As it stands now I feel like the game is about 75% of the way there. I feel like NW1 should get some outside devs and help make the game get that extra polish. Think of it as a movie script. You can't just write the script and revise it yourself over and over. You should really get other devs to put their ideas on it. I don't know if this helps but I feel it would make a better product -k9flow@gmail.com	9/8/2016 8:28 AM
45	It does, like insurgency does. The lack of hud onscreen and low health make fast challenging gameplay.	9/8/2016 6:24 AM
46	realism.	9/8/2016 6:22 AM
47	a realistic WW2 shooter that encourages teamwork	9/8/2016 5:44 AM
48	It stands as a perfect balance of enough realism to be immersive, and cause blood to pump, but without the hair pulling of more hardcore games.	9/8/2016 4:32 AM
49	I think the fact that DOI isn't just another rehashed shooter is enough of a selling point. Even battlefield 1 is just battlefield 4 with old school weapons. DOI has its own combat mechanics, realistic bullet damage, and better laid out maps than (dare I say it) insurgency even!	9/8/2016 3:58 AM
50	Just make sure to keep in touch with the community no matter what, always be vocal with us, which you guys have been. (Good job!)	9/8/2016 3:49 AM
51	Yes, it does. Nerve-wracking, stomach-turning tension. Nothing makes me feel as nery as this game.	9/8/2016 3:47 AM
52	Many old WW2 first person shooter players have been saying the same thing for years, increase the look of the game.....graphics. I think as far as the mechanics of the game you guys have a great framework.	9/8/2016 3:47 AM
53	It's quite fine for what it is right now. A hardcore and enjoyable game with WW2 background.	9/8/2016 3:37 AM
54	Keep the amount of riflemen high, and keep the importance on radio's	9/8/2016 3:15 AM
55	An innocent game. Not a crappy DLC, money-whoring game. Keep it that way.	9/8/2016 2:59 AM
56	A throwback to the glory days of FPSs, should attract the market that are discontented with SMG-heavy BF1.	9/8/2016 2:50 AM
57	It is faster paced than other WW2 shooters but I think a good amount of maps as well as weapon choices could make it stand out.	9/8/2016 2:00 AM
58	Yes, it's harder than your average FPS. For the hard core gamer. There's something for everyone.	9/8/2016 1:33 AM
59	It being made by the same Insurgency guys, teamwork, and very simplistic for a WW2 game.	9/8/2016 1:15 AM
60	The selling point is that it's one of the few WW2 games to be released in modern times with close resemblance to Day of Defeat in terms of map design and aesthetics (referring to source in terms of aesthetics).	9/8/2016 1:11 AM
61	Day of Defeat 3 ;^)	9/8/2016 12:54 AM
62	realism (compared to most other shooters)	9/8/2016 12:39 AM
63	I really like the Teamwork aspect of this game. you have games like cod where people are just playing for themselves. I would like to see maybe more reinforcement for helping the team. im the radio guy and i love see myself with 60 assists from arty being called. I think this game focuses more on the squad and team like limiting classes. you wont have a whole team of people with a sniper and a knife running around(aka CoD). I think the officer should have a bit more options for orders and calling in things like bombers and planes strafing, not just arty. Oh and change how you call it in. the way you have it now SUCKS (no offense i love you guys, some tough love here). i think you should add in binoculars or something that has a much more obvious and pinpoint ways of calling things in. so many times i have been artyd because of a tree in the way, or accidentally bombing out of the map. shit even like bringing up a 2d transparent map so you can call it in more accurately. i mean wouldn't an order to bomb the palm tree in our defensive area sound like an order to not follow? Prob should have gone under items and equipment mybad but too late now.	9/8/2016 12:31 AM
64	Remember its grandfather (Day of Defeat original) and stick true to the game that it was based off. Anything from Day of Defeat Source will kill this game.	9/8/2016 12:10 AM
65	have more trench maps. BF1 is supposed to be WW1 but appears to be lacking in trenches, gamers will be craving trench warfare. I think having what soldiers were going through at the time a huge selling point. they fought against encamped or prepared enemies, not balanced maps... (save balanced maps for multi or even just for comp). There is no scarier feeling than having a mg42 notice you, but you still have to move forward.	9/8/2016 12:09 AM
66	Unique? I would argue that it's impossible to be unique in this day and age, but the flamethrower, rifle grenade, and artillery mechanics are the best I have seen in a world war two shooter. Also, if/when the AI are improved, I would argue that Day of Infamy has the best world war two coop/singleplayer experience.	9/7/2016 11:56 PM
67	The selling point is without a doubt its realism. The accurate sound effects/voice lines, lack of HUD, and enthralling gun-play gives this game a sense of dread and timidity not delivered in any other FPS experience.	9/7/2016 11:53 PM
68	More maps and more weapons but overall amazing game	9/7/2016 11:25 PM
69	Maybe update the game every week kind of like how space engineers dev team does.	9/7/2016 11:10 PM
70	The brutality of the combat and the teamwork required are unique selling points	9/7/2016 11:02 PM
71	It is a bit more brutal than most WW2 shooters I've played like CoD 2.	9/7/2016 11:02 PM
72	Mainly the setting. There aren't too many WW2 shooters anymore, especially none that try to be realistic.	9/7/2016 10:53 PM

73	It's a WWII shooter done well. It's not as boring and campey as a super realistic game but still has elements of realism. The gunplay is great. Keep it up!	9/7/2016 10:35 PM
74	The sound. I know it may sound weird but I haven't played a game that sounded more real than DoF or Insurgency	9/7/2016 10:32 PM
75	Realism Realism Realism (Not like Battlefield1 which now reminds me of a cartoon or TF2)	9/7/2016 9:53 PM
76	It's a WW2 shooter in 2016, not 2002. Good co-op mode that isn't way too easy & have more than 4 players.	9/7/2016 9:13 PM
77	It should have ranked competitive game play/comps 8 vs 8 16 vs 16	9/7/2016 8:55 PM
78	Add more weapons Add Russian language Add more parties ( add Soviet army. As a game about World War II can be without it ??? ) Add more maps and mode.	9/7/2016 8:48 PM
79	When Insurgency was in alpha, it didnt have a large player base. It exploded after the main release however and now consistently has 1,500 players daily. I would not be surprised if this blows up more, but that for the moment the communities and players who enjoy or have enjoyed the Alpha are really anticipating Beta and Full Release changes.	9/7/2016 8:46 PM
80	Yes, It's a revival of the WW2 era of FPS games. It died down, but they are a dime a dozen if not dead. Battlefield 1 is coming out, but thats not even really a WW1 game even. But Day of Infamy is great game. I also bought insurgency alpha, which I also had fun with.	9/7/2016 8:45 PM
81	teamwork and actually being able to kill or be killed in 1 or 2 shots	9/7/2016 8:45 PM
82	For me it's definitely the gameplay, just like with insurgency it's unlike any other fps i have played and delivers a lot of tense moments	9/7/2016 8:38 PM
83	I feel that the more factions and theaters there are the more unique the game will be. I would love to see the game expand to all theaters of World War 2, and its something that hasn't really been pulled off before. Also, single player is something that has been largely forgotten or phoned in with modern FPS, DOI could break away from that pattern as well to stand out a little more.	9/7/2016 8:25 PM
84	Keep the realism. Suppression, coughing from smoke, radios, exc.	9/7/2016 7:50 PM
85	What I like about the game is the no bullsh*t-in your face and to the point action. Being able to pull up a map and know what is going on on the get go is great. The game could improve in several areas, Graphics, Objectives, team based enhancements (for example, ammo resupply SGT could hand out ammo for other classes but with limited quantity.just an example i dont know if this would work since realism is encouraged)	9/7/2016 7:46 PM
86	Insurgency WWII mod improved standalone. INS is a great game. There's no reason why DoI won't be.	9/7/2016 7:42 PM
87	The selling point for me is the excellent single player and coop gameplay.	9/7/2016 7:32 PM
88	Artillery being a factor makes it very interesting and it's something I've wanted in insurgency and this makes more options for entrance into capture points. I think this could be done further and better fleshed out.	9/7/2016 7:17 PM
89	The balance between realism and arcade is very well done and makes for great gameplay.	9/7/2016 7:15 PM
90	It brings the WW2 FPS Genre back in a good way and the Idea of the game being authentic is a good selling point imo	9/7/2016 6:39 PM
91	Cooperative combat	9/7/2016 6:36 PM
92	WW2	9/7/2016 6:31 PM
93	The amount of quality content for the price. If a peer to peer lobby system were put into play that would be great.	9/7/2016 6:21 PM
94	To me it reminds me of everything good about Battlefield 1942 and that sold it for myself and 9 of my friends.	9/7/2016 6:20 PM
95	The way artillery strikes work in the game is a very interesting game mechanic. I'd like to see more team oriented game mechanics, like ammo pouches to resupply friendlies.	9/7/2016 6:10 PM
96	It's old school . It's set in ww2 . You can shoot germans . And it's cool	9/7/2016 5:54 PM
97	A dedicated WW2 co-op mode which is actually really good and enjoyable.	9/7/2016 5:54 PM
98	the feeling, i play it for that, like i play Insurgency	9/6/2016 9:39 PM
99	The main selling point in my eyes is that its a WW2 online team based shooter that is sort of a sequel to a popular game (DoD:S) every game has its own cool assets but I think DoI just has a lot of them, from corny to serious voice lines to the fear of the players in game voice when he is being shot at. The game brings realism to a whole new level. Now lets hope for that gore update to make it even better! With even more gruesome death sounds!! Haha!	9/2/2016 11:05 PM
100	No and that's the problem as I stated earlier more maps/gamemodes(excluding the mod support), maybe bigger maps with more players. Also I think that the single player needs to stand out more, add a real campaign not just co-op with bots and unique maps for singleplayer maybe even a story. I believe also that graphics need to be improved to get the more "graphics people" into the game, I think a lot of people might pass this just because of the graphics, even through the game is very good. But in my opinion you cool guys are on the right track and im sure you all have got a plan figured out already, thanks for letting me share my opinion on this game by this survey I hope they are heard, but I don't care if they aren't lol. Good day and good luck.	9/2/2016 1:48 AM
101	The radio usage is unique and stands out from other games. It would be wise to focus on how it could be improved even more. The gun play is awesome, you can almost feel the recoil and the incoming bullets.	9/1/2016 5:49 PM
102	WW2 realism	9/1/2016 3:27 PM
103	DOI is the FPS in the market. Gritty Brutal and unforgiving of mistakes. Close enough to a real fire fight.	9/1/2016 2:12 PM
104	I thinks it is the hardcore world War 2 simulation. There are some other Games out there that do this, but no one is so well kept up to date as you Guys do	9/1/2016 11:03 AM
105	The MP Coop modes are unique to the WW2 FPS crowd. Being able to jump in a match and help a team towards progressive objectives and fight against bots is great. I like the diversity.	9/1/2016 9:29 AM
106	Realistic.	9/1/2016 4:49 AM
107	The selling point would be the Insurgency gameplay with different content	8/31/2016 11:30 PM
108	I think it has many USPs: - No health bar or hide-to-heal mechanics - No armour - No crosshair - Unforgiving weapon handling I am very happy with the above as it keeps certain types of FPS players out of the game due to its perceived difficulty and learning curve. Players seem much more mature and eager to work in a team than those found in COD, CS, etc.	8/31/2016 10:30 PM
109	As of now it's unique ability to call for artillery fire was the first time I ever used it in a game like this. Keep on providing new supportive design choices like this and it will outmatch EVERY WWII SHOOTER.	8/31/2016 9:49 PM
110	Gritty, realistic, and fun WW2 combat!	8/31/2016 8:52 PM

111	Most realistic ww2 tactical shooter.	8/31/2016 6:57 PM
112	If you want to sell the game: improve graphics... The game is really good, but to convince the casual gamers... Maybe add some larger maps, some light armored vehicles...	8/31/2016 6:52 PM
113	It does have a unique selling point, its hardcore skill based with focus on teamwork and gameplay. It does NOT have a perk system or progressive system or unlocking system and these are all AMAZING selling points. Please keep it this way. Its simple, and that the way it should be.	8/31/2016 11:59 AM
114	Its RO2 with positional voip (i hope)	8/31/2016 8:32 AM
115	It is one of the only hardcore WWII shooters other than Red Orchestra. If anything, that should just be emphasized more and made as brutal and gritty as possible.	8/31/2016 6:02 AM
116	While I absolutely love DoI, I can honestly see why it may not stand out to other FPS. It needs more content before it is released; weapons, countries, and more Teamwork required to win a battle. Having a crucial element of teamwork would make this game pop-out from others. (Kind of like how Artillery requires two people, more of that!)	8/31/2016 5:58 AM
117	Very modern, very good team game with artillery and smoke. You have the ability to play whatever weapon you want. Fast paced and easy.	8/30/2016 11:20 PM
118	It's a tactical, somewhat realistic (but not going too far overboard), WW2 shooter. It's the only one that has been recently published. Stick with your current market and try not to pander to more "casual" players. As you know, they will only follow the current trend (e.g. Call of Duty, Battlefield). Pander to those that will enjoy your game for what it is (e.g. ARMA, Squad, and Red Orchestra players). The people that play these games are mostly adults, therefore they have money. At the current price point, there is no excuse for the game to catch on.	8/30/2016 10:02 PM
119	It's niche. Many casual gamers with no particular interest in the time period will be uninterested, long-term. That's also DoI's strength. The niche group of us who even know this game exists are here because we don't want cod, bf style ww2 combat. We want squad based, tactical objective driven gameplay where skill and teamwork win, rather than a mess of people focusing on fragging with whatever weapon is overpowered in the meta at that time.	8/30/2016 7:12 PM
120	The crowd sourced development	8/30/2016 5:10 PM
121	I think building destructions (along with the upcoming dismemberment update) would help the game sell better.	8/30/2016 7:43 AM
122	coop mode instills teamplay give rewards for teamplaying stat form like an objective is worth 10 kills maybe? or just have an obj stat in the tracking	8/30/2016 1:34 AM
123	Not a boring war sim. no unlocks. no grinding. no locked content. competitive explosive brutal action packed competitive shooter with rich ww2 theme.	8/30/2016 1:34 AM
124	Skip micro transactions and levels with unlocks. If you add unlocks it should be character customization. Like medals or something.	8/29/2016 10:19 PM
125	It's the best simulation of World War 2 I have ever played.	8/29/2016 9:25 PM
126	I think the teamwork aspect is better than many other games. Maybe give the officer more incentive to call out commands, and more incentive for people to listen.	8/29/2016 5:58 PM
127	I think the fact that it's getting more balance patches and content separate it from the free Insurgency mod. I would expect to see at least the Russian army eventually be added. Japanese and French would be a bonus, but it's only \$20.	8/29/2016 5:24 PM
128	Its a modern developed ww2 fps, with a hardcore mode and ranked games it would attract more players.	8/29/2016 4:31 PM
129	No hard-core tactical WW2 shooters out there that I know of.. its a solid game just a few hitches but the gameplay is solid and enjoyable	8/29/2016 4:30 PM
130	Yes, because of it's innate difficulty through instant or quick kills. Nothing needs to be changed there.	8/29/2016 1:34 PM
131	Does not need gimmicks, just good gameplay	8/29/2016 12:38 PM
132	Not really other than there is an ever shrinking amount of popular MP FPSs that don't have COD style progression systems. I think the squad teamplay/radio aspect could be played up to make it more unique.	8/29/2016 12:03 PM
133	This game stands out very well. Many people including myself want a realistic, simple, fun, and good looking World war 2 game. And this is it...	8/29/2016 10:13 AM
134	It's pacing coupled with the ability of teamplay as seen with the officer and support classes alone really drew my attention. I would really like to see where the devs can take the team work aspect of this game in the future building off of the existing artillery system.	8/29/2016 9:05 AM
135	Glad there is non English speaking in the game and look forward to seeing other factions such as the Japanese and Russians.	8/29/2016 8:43 AM
136	It's a good game, and that's rare these days.	8/29/2016 5:02 AM
137	Once the game modes and maps become more fleshed out, MP and COOP will be excellent selling points in their own right. The WW2 setting is so vast that once a solid foundation is built, the sky is the limit. No one officially wants to say it but I will "DoI is shaping up to be what DoD: Source could have been."	8/29/2016 4:24 AM
138	the realism factor is unique, a true war to evolve to stand out would be to feature all fronts of the war such as germans vs the russians in the eastern front or the italians vs the brits in africa or the germans vs the brits again in africa, it would be nice to have the games evolve to have all fronts and the major armies for a full ww2 experience	8/29/2016 2:49 AM
139	The game stands out with its amazing voicing and combat that really engrosses the player is a great WW2 experience.	8/29/2016 2:38 AM
140	Emphasis on realism and teamwork foster gameplay that is difficult to find elsewhere	8/29/2016 12:19 AM
141	we're going back around to what comes around. if you do this well it will do well... BF1 is going to be all ur free advertising.	8/28/2016 11:49 PM
142	The realism is one of the main selling points. I think the game's intensity could be better improved to make the game stand out.	8/28/2016 11:43 PM
143	It's realistic, has accurate weapons and animations.	8/28/2016 11:20 PM
144	Yes. It's WW2 and has an active dev behind it	8/28/2016 9:56 PM
145	Well, i think the selling point of this game is being Insurgency, but in a different setting, with artillery. I think if the terror of war, the atmosphere can be captured/improved, it could be another good point to stand out. In any case, good luck with the game, hopefully it fleshes out to be great.	8/28/2016 9:54 PM



146	Just bring it further apart from Insurgency and get out of your comfort zone, experiment with the largeness of the maps and of the fire support so that it can show the terror of war more accurately.	8/28/2016 9:14 PM
147	The unique selling point is really what I've mentioned several times already in my survey answers, your focus on objective-based teamplay. It's this type of gameplay that gives the less skilled individual the chance to genuinely enjoy his/her frag time. Not everyone can be a "sharp-shooter" type, but everyone can be part of a successful team and enjoy the satisfaction that always comes with that.	8/28/2016 8:49 PM
148	Better graphics are usually a good sellingpoint. More factions, people love it when you are able to play as their country in games if it is usually underrepresented in games.	8/28/2016 8:28 PM
149	- it is WWII. seriously. That's kind of rare these days. - it has oldschool gameplay, not for Kids!	8/28/2016 8:24 PM
150	Add the Pacific theater as well as Russians. Larger scaled battles for singleplayer and co-op.	8/28/2016 7:24 PM
151	This is probably the biggest problem. There haven't been many recent WW2 multiplayer fps games in the last few years but it needs to stand out from red orchestra other than having no vehicles.	8/28/2016 6:50 PM
152	It's a more challenging WW2 game that runs better than Red Orchestra 2. Adding more elaborate co-op scenarios would set it even more apart.	8/28/2016 6:20 PM
153	Unfortunately not really. DoI is a fun shooter that has interesting gameplay features, but that's it. There is no meaningful single player campaign and no long MP battles. The game, as said above, can take a much slower pace than Insurgency.	8/28/2016 4:10 PM
154	It is the only new WWII hardcore shooter that I know of with a price and value that far outshoots AAA titles.	8/28/2016 4:02 PM
155	WW2 atmospheric maps. MORE MAPS Add Japan (two Jima, Okinawa maps) Against US Maybe add planes and Tanks to future maps?	8/28/2016 3:43 PM
156	the sounds ! i love the sounds !	8/28/2016 3:20 PM
157	fast paced game modes and brutal lethality of weapons combined makes intense atmosphere: the main selling point. Still cannot differentiate enough (less realistic, smaller scale than RO2) may be the main disadvantage of the game. Still has issue of balance in any game mode of multiplayer (like insurgency) as the maps are not focused around a single game mode. Might need to add/improve something that RO2 doesn't have. I guess only the upside of DOI is that it has faster game play. But many (especially for WW2 game fans) might see that as a turn off.	8/28/2016 12:33 PM
158	<a href="https://youtu.be/eFe4Kb3gN-c">https://youtu.be/eFe4Kb3gN-c</a>	8/28/2016 12:18 PM
159	Do NOT make it a CS:GO type of game. Trolls and stat padders will ruin the nostalgia of what we use to play & love as kids back in the early 2000's. Keep it real!!! PLEASE!!!	8/28/2016 11:11 AM
160	WW2 Source Engine like old times	8/28/2016 9:29 AM
161	The realistic portrayal of war that doesn't lose out on gameplay.	8/28/2016 7:10 AM
162	The game can evolve further by introducing more threats that are not typically done in video games. Such as the African Campaign. There is tons of opportunity to explore, more environments and different types of maps, plus, no need to make another faction. One of the main reasons people don't like natural maps is because of the lack of cover, and how exposed you are, if you were to make a map in a dense jungle for instance, or in a rocky desert with plenty of cover and camps or clearings every now and then, you'd have a natural style map that most players would be able to enjoy as much as an urban map, because they wouldn't always be exposed.	8/28/2016 3:53 AM
163	ww2, yes keep new maps and copy day of defeat 1.3, not source please!	8/28/2016 3:34 AM
164	game maps are key, the classic DoD maps are some of the best in the WW2 setting	8/27/2016 11:53 PM
165	The artillery/radio feature is probably the most unique point I can think of.	8/27/2016 11:37 PM
166	High tension teamwork (although this isn't brought forth in marketing)	8/27/2016 11:06 PM
167	It's realism and reliance on teamwork to complete objectives. Someone can get the most kills but still not be Number one on the scoreboard because they didn't play the objectives.	8/27/2016 10:41 PM
168	Well, it's unique in the sense that there are no hardcore WW2 shooters around, and again you need to play smart to achieve something. Reckless charging into the battle will get you punished 10/10 times.	8/27/2016 10:06 PM
169	It teaches you to be more tactical and patient rather than aggressive.	8/27/2016 9:19 PM
170	Good coop.	8/27/2016 8:35 PM
171	I really liked how you guys put both the british, and US forces, its really cool to have different factions, because they have a whole different feeling from each other, if someone asked me for a tip, i would suggest that you guys invest in the army variety, italians, french, brits even norwegians would be cool to see, and would definetly differentiate this game from the other WWII shooters, it would be great.(never seen the french in any wwii game)	8/27/2016 8:26 PM
172	Besides being Insurgency in WWII me and my friend are insane about the "falling back to regroup" mechanic. I can't think of any games that have that, and it just makes sense and fits in the situation.	8/27/2016 7:59 PM
173	Weapon gameplay, Hardcore. There needs to be more weapons and classes.	8/27/2016 6:51 PM
174	Teamplay and squad play. MAKE THIS A THING	8/27/2016 6:32 PM
175	I would like to see more DDAY maps, like the battle of Brencourt Manor, a paratrooper map, etc.	8/27/2016 6:23 PM
176	I would focus on the teamwork aspect and dynamic of the radio and local chat. Some really funny and awesome gameplay moments from that so far.	8/27/2016 5:59 PM
177	I think if it can be as good as Insurgency that would be good enough. 3rd party community needs to eventually join in as they do for Insurgency.	8/27/2016 4:49 PM
178	Paratroopers	8/27/2016 4:24 PM
179	Various game modes. I think the game could evolve with a few more maps and perhaps bringing in the Russians.	8/27/2016 4:20 PM
180	Unique selling point is personally the gameplay, squad teamwork with heavy use of voice and radio chatter and artillery support to achieve victory in a fast-paced DOD-like gameplay. More emphasis on COOP missions and modes, they were a big hit (surprisingly for me too) in INS. Veteran uniforms like in Verdun. Perhaps some kind of TF2/CSGO like skin system with item drops that are very rare?	8/27/2016 4:14 PM
181	Realistic, Hardcore, Objective gameplay that requires teamwork and skill.	8/27/2016 3:49 PM
182	Day of Infamy sells itself as a hardcore and challenging ww2 shooter focusing on teamwork and, arguably, personal skill.	8/27/2016 2:55 PM

183	Like I said earlier, the balance between fun and tactics.	8/27/2016 2:53 PM
184	Radio mechanics are cool.	8/27/2016 1:33 PM
185	I would love to see more Mods in this game. There was one such mod in Medal Of Honor known as Liberation. Where two teams would siege each other. As a player dies they would re spawn in enemy territory in a prison cell. The remaining allies would have to reach that cell and open the doors to free the team. The Game would end when you eliminate the entire team / be in their cell.	8/27/2016 12:51 PM
186	"new" gamemodes, dont just stick to the insurgency modes. you are indy yes but why dont you use those great popular proven to be a nice game modes like dm tdm gungame ctf, while maintaing focus on your primary game modes through match making. Gamemodes Gamemodes Gamemodes guys! you can onvolve the community.	8/27/2016 12:25 PM
187	improve the graphic and add more map. also the training system for new playet	8/27/2016 11:05 AM
188	The unique selling point in my eyes is that it's a fast paced and hardcore shooter, and it feels like WW2. Death waiting around every corner.	8/27/2016 10:55 AM
189	It is a FPS game that is not stupid. That is like the WWII games of old we all loved!	8/27/2016 10:36 AM
190	Yes the realism is key. Continue to project that realism in the gameplay	8/27/2016 10:31 AM
191	It is a solid game that will hopefully become even more appealing once new factions and new features are added such as visual progression and rankings, which will help attract a wider audience while still catering to those who enjoy tactical gameplay in a World War 2 setting. Also I personally think adding a faction such as the Italians would made it stand out more since they and a few other nations are rarely seen in any World War 2 shooters and none that have been released during recent times as far as I know.	8/27/2016 10:25 AM
192	It being a WW2 Shooter is a big selling point since alot of shooters today focus more on the modern day or fictional time periods.Also adding in Vehicles, Russians and/or Japanese wouldn't hurt ether	8/27/2016 9:48 AM
193	Most of the DoD and DoD:S will buy this game, which will make a great community, and will attract more players. Also, in case of originality and fun, this game is a MUST to have in library. I personally bought this game to try out from DoD:S thinking nothing can be better than that, and I was wrong, i fell in love with it. And my team 1st Rangers Battalion has already its own separated group of DoI team.	8/27/2016 9:17 AM
194	The game seems grittier than other games. It is also less forgiving to those that think its similiar to call of duty, expecting the player to use their brains and teamwork capabilities	8/27/2016 9:17 AM
195	For those who love WWII history and WWII games, this is a great opportunity to play a game focusing on WWII in a market that has turned away from WWII as a setting for too long. It's time to revisit WWII with current tech.	8/27/2016 9:15 AM
196	cross between DOD and RO	8/27/2016 9:00 AM
197	Adding other factions, ESPECIALLY THE ITALIANS due to the maps which contain the Italian background, or even in future patches the Soviets vs. Germans or even more interesting, the fins. If other factions were added it would add a whole new level upon other WW2 shooters in which only show a point of view upon the Germans and Japanese except the Italians or even the Fins. For the allies the french could be added as well except their flaw with the technological disadvantage with the Germans.	8/27/2016 7:15 AM
198	Realism (gameplay and content wise) Good job so far. I like how you chose to focus on battlefields not commonly addressed in WWII shooters (Italy). You guys should expand on that, and differentiate your game from Rising Storm/Red Orchestra by offering other theaters of war. Africa would be a really interesting one, blending Germany, Italy, Commonwealth, America and even Insurgency assets all in one mix. Like Day of Defeat in its time, maps with different factions from the same nation (Carentan with both US and German paras, Market Garden with the US paras fighting Panzer Grenadiers, Monte Cassino where Fallshirm fought against Rangers...) would be really nice too to add to the diversity.	8/27/2016 7:14 AM
199	Yes Being a fun shooter without being expensive	8/27/2016 7:00 AM
200	I think one thing I would like to see in the future is realism games. Games which would be really focused on teamwork and squad mechanics. At the moment, the grit setting is good, and I only play on grit, but I think the game could benefit from a higher setting of realism. The selling point here could be that the game has different settings of play, which could be casual, more realistic and even more realistic, for a more tactical experience. I believe that this would draw more players to the game, because I know that people have been looking for a tactical WWII shooter game for a while (I'm one of these people).	8/27/2016 6:46 AM
201	the most fluid realistic shooter out there	8/27/2016 6:32 AM
202	It definitely needs either a Pacific theater of war or the Italians	8/27/2016 6:24 AM
203	good single player and multiplayer.	8/27/2016 5:28 AM
204	Only new ww2 shooter on the market.	8/27/2016 5:06 AM
205	When I saw that DOI was made by the same devs as Insurgency I instantly wanted to get it. I don't have insurgency but it looks really awesome and the only thing better than that is WW2 Insurgency. So the main selling points for me were the realism and teamwork of Insurgency combined with WW2.	8/27/2016 5:01 AM
206	More customization for characters, weapons, maps, and etc.	8/27/2016 4:32 AM
207	Its unforgiving realism in both sound effects, and difficulty.	8/27/2016 4:29 AM
208	WW2 old school hardcore shooter.	8/27/2016 4:09 AM
209	The selling point is that it is what it is, a very fun and fast paced WWII shooter with a good level of polish and balance; no fancy bells or whistles.	8/27/2016 4:09 AM
210	it is sequel of DOD	8/27/2016 4:08 AM
211	One of the best world war 2 themed games currently, in my opinion.	8/27/2016 3:50 AM
212	the only WWII shooter or non modern shooter out there besides the newest battlefield	8/27/2016 3:49 AM
213	The sense of realism and authenticity surpasses other WW2 titles like Call of Duty and Virtual reality support for Oculus Rift would be very VERY appreciated !	8/27/2016 3:22 AM
214	Great mix of slower pace and teamwork, while still maintaining the ability for large firefights and intense/crazy/epic battles. Also the unique damage model	8/27/2016 3:19 AM
215	New view WWII	8/27/2016 3:14 AM
216	Multiple factions with a stand-out weapon selection you don't see often in games, let alone a WW2 fps.	8/27/2016 2:59 AM

217	I think it would need a solid competitive ranking system to have the potential to be a big game. I think that would separate it from the rest of the WW2 games.	8/27/2016 2:56 AM
218	This game has many selling points. its coop, ww2, and has more realistic gun handling than your average csgo cyka bijat game which is great.	8/27/2016 2:48 AM
219	Not really within the core game right now and it will soon be facing strong competition from Days of War and Battalion 1944 if those games manage to deliver on even half of what they promised (questionable). Game play is solid and you are getting a lot out of an ancient engine but the mass market will gravitate toward the shiny new UE4 hotness. You have the advantage of being first to market and having a strong community with INS. Focus on converting as many INS players as possible with free weekends and a deeper discount. Consider remaking a beloved INS map with DOI assets and cross promote. Cultivate the Workshop community, create a curated collection to help quality content rise to the top, and consider sharing assets with proven modders. Bring back Saturday streams and engage the community. Thanks for making a great game!	8/27/2016 2:41 AM
220	Add the Italians as a faction, they have yet to be shown off in a major ww2 game and it could bring some fun new weapons to play with, like the carcano m41 bolt action or the berreta m38 submachine gun (don't quote me on the submachine gun name) The Italians have never been properly featured in a game, and since you guys have so many mans set in italy, it'd be a breath of fresh air, plus their new weapons could be tons of fun	8/27/2016 2:25 AM
221	See #24	8/27/2016 2:24 AM
222	Add additional and more obscure theaters of the war that don't get enough representation in multiplayer shooters. (China, North Africa, Scandinavia, Spain, Italy [I really want a playable Italian faction], etc.) I understand if this is impossible due to all the new assets that would be required, but it would be really cool to see a shooter expand outside of France and Russia for once.	8/27/2016 2:06 AM
223	Maybe something could be done with the supply system. Not sure if it could be done in a good way, but perhaps optional side-objectives in maps to blow up or such to gain +1 supply each or something. Perhaps add the ability to close paths in-game to vary the gameplay a bit. The officer could choose what to do once side objectives are completed. Close or open a path to benefit the team or give the team extra supply. Sort of bring more strategy into it, without making it nuclear dawn or youcandestroyeverythingbattlefieldstyle. Maybe an option could be to be able to equip with enemy guns. If the officer could be turned into something that isn't in any other game, it might be something to showcase in addition to the freshness of the oldschool =).	8/27/2016 2:02 AM
224	Add more faction and maps and i think this will be the best WWII game out there.	8/27/2016 1:55 AM
225	I would say that its unique selling point is the classes and the wave respawn system including getting more waves from capturing objectives.	8/27/2016 1:53 AM
226	The Setting and Atmosphere, more than anything.	8/27/2016 1:50 AM
227	Dol is unique in that it has a real team play element. Its fun and beneficial to work with your squad or even just a small group. There is no pay to win system which makes the game more balanced and fun for everyone.	8/27/2016 1:43 AM
228	It is a flexible game that can offer both a more casual shooter experience, or a more hardcore one thanks to the difficulties. For me personally, one of the biggest draws is the Mod-ability. Shooters in the past were able to keep substantial online communities for over a decade and counting thanks to the modding support. This is likely obvious to the Dol devs, given that both Insurgency and Day of Defeat both trace their origins to mods. I think, if done well, using the mod-ability of the game as a selling point could be very powerful.	8/27/2016 1:42 AM
229	keep it "more realistic" than the rest	8/27/2016 1:30 AM
230	Maybe cover other fields of the war not usually shown. Like the numerous battles fought in and around asia. Which would involve adding the japanese, hint hint. Have other races as character models, indians for the brits for example. Maybe even have the french resistance, polish partisans or the SAS as skins for the soldiers in co-op. Would atleast make how outnumbered you are more "narrative" sense. Any of those options sounds like alot of work, but i can't think of many ww2 related things in the media in general that cover some of those areas. Usually its always USA in europe or pacific, battle of britain or british spies, stangrad or the holocaust. So much more happened.	8/27/2016 1:29 AM
231	One of the most recent World War 2 FPS games with constant updates from developers.	8/27/2016 1:25 AM
232	Convince potential buyers that it's not an "Insurgency reskin" which many people I know call it. It's quite different and very enjoyable like Insurgency but it is not a reskin	8/27/2016 1:21 AM
233	The only real unique thing right now is that it's a modern WW2 game.	8/27/2016 1:10 AM
234	The fact that the game caters to every type of player. From the super competitive to the casual, there's options and modes for everyone. And that it's made by a very well respective indie dev who's pedigree lies in tactical shooter games. You guys have a good rep and it will serve you well =)	8/27/2016 12:48 AM
235	well the intensity of the gameplay is what i'd descibe unique. This could be enhanced perhaps by adding a bit more gore, like limbs flying off after a devastating artillery blow.	8/27/2016 12:23 AM
236	Basicly just try and add vehicles, and bigger maps maybe. With more players.	8/27/2016 12:13 AM
237	the combat is a great selling point quick or slow choose your pace	8/27/2016 12:09 AM
238	A main selling point for me is the high fidelity weapon and ambient noise on each level. Atmosphere and sound design can help propel a derivative game into a fantastic one. The fact that the game also allows you to play as the German army is also pretty cool, Not many western titles let you play as the bad guys, this game does which I appreciate. Its enjoyable to change it up. The main selling point is authenticity. Make it more real and Im sure people will scoop it up. More realistic combat scenarios, More realistic level design. Please dont turn this game into a micro transaction, Pay to win, Cheese to win, garbage shooter. continue making it like a FPS from before the modern shooters and you guys will kick ass.	8/27/2016 12:08 AM
239	If you had the Search and Destroy like COD or CSGO it could be very popular. Competitive mod for matches	8/26/2016 11:53 PM
240	If you dont fail again in missing a ranked comp mode, it will have its unique selling point. Public players come and go, best promo for a game is the comp site and custom possibilities. Do not lose focus on that plz. Randoms shout for new weapons/maps/gimmicks everyday and lose interest after few weeks. Comp/ custom players stay if there is a scene/platform.	8/26/2016 11:50 PM
241	FPS players today can see themselves more into a ww2 game then a futuristic modern game. I can imagine myself more into ww2 and be more involved and enjoyably mindset because players like me have learned about history and have studied it more then day dreamed of syfy futuristic what if scenarios that come and go with ideas. I don't want to play ideas I want to play Historical facts. Prototypes are ok.. -Thanks	8/26/2016 11:45 PM
242	Maybe bring back the bunker destruction game mode that was in United Offensive Allow kits to be saved A ranking system will def shoot you above other shooters, the only other WWII game with rankings seems to be f2p (which suck) or battallion1944 which is as least a year away	8/26/2016 11:41 PM

243	It's realism and immersiveness (great job on the sound)	8/26/2016 11:40 PM
244	It is a good realistic modern WW2 shooter. More countries, maps, and weapons would help. USSR, Italy, Japan, and so forth.	8/26/2016 11:38 PM
245	It's unique today in that it doesn't play like Call of Duty from 2016. It plays like Call of Duty from 2003-2004 - and that's a good thing. It's more of a pure shooter in my opinion and doesn't have any of those killstreaks and special abilities crap.	8/26/2016 11:23 PM
246	Day of Defeat 3	8/26/2016 11:21 PM
247	One way you could make this game unique, is by creating more factions and theaters. Most WW2 first person shooters don't feature more than 4 factions and 2 theatres. You could try adding Japanese and Soviets to make this game more appealing to players who liked these factions and theatres. Or make some maps in theatres and environments not typically done, such as the North African Campaign featuring deserts and rocky mountains and passages, or lush jungles and dense foliage.	8/26/2016 11:18 PM
248	I don't know if this would be allowed, but making the casual mode a full on rip off of DoD could be huge for the game. It'd be like two games in one, and bring a ton of those old DoD vets. Besides that, ripping off some of the ideas RO2 has could bring a bunch of those guys to this game too, if it was made tactical/gritty enough. No need to reinvent the wheel when RO2 and DoD (source anyways) are so old, flawed, and neglected.	8/26/2016 11:13 PM
249	The previously mentioned perfect balance between realism and tightness. It just feels good to play.	8/26/2016 11:12 PM
250	Hardcore, immersive, period shooter with grit.	8/26/2016 10:40 PM
251	If you somehow incorporated "Play of the Game" replays like Overwatch, then content from the game would practically share itself. It is also the only current coop WWII shooter - or at least the only one I know about. That's major, because there aren't many games out there that do either well, and you do both.	8/26/2016 10:39 PM
252	Yes - Its World War 2 AND its more stratgey based AND has different modes compared to Call Of Duty, Battlefield etc..	8/26/2016 10:26 PM
253	Not really. One major criticism I have is that Day of Infamy, and Insurgency both seem to try to skirt the edge of competitive play like CS:GO and fun large scale multiplayer like battlefield.	8/26/2016 10:22 PM
254	Realism, and it's fun. Perhaps you could add vehicles and leveloution (or something similar.)	8/26/2016 10:10 PM
255	i mean day of infamy is pretty generic(sorry) but atleast the game has good graphics and isnt a buggy mess. its a tough market, but i believe with time you're gonna make it where others have failed.	8/26/2016 10:07 PM
256	i think the unique selling point is that it is a team based world war 2 shooter	8/26/2016 10:03 PM
257	COOP IS AWESOME, although it could be more intense (more enemies, more planning). The game could be made more dramatic. Especially when storming the beach. Let some mindless bots run with you (and die) in that first approach just for the atmosphere.	8/26/2016 10:03 PM
258	Hardcore damage model with minimalist UI.	8/26/2016 10:00 PM
259	I would like it to be more gritty and dirty. Move away from the Call of Duty 1 and 2 feeling (i.e. a cool and bold british sergeant with cocky commands). Make the game more into the feeling you get from the movies "Stalingrad" or "Enemy at the gates". I know it's the opposite front but I think a more gloomy, gritty and desperate feeling would make it stand out. Add rain, more stuff burning with heavy black smoke, the screen should shake like sh't when the barrage hits, etc.	8/26/2016 9:57 PM
260	Needs to stick firm to offering that unique/paced tactical challenge. If it gets too "run and gun" it's no different than any other game. Sorry if some responses seem harsh. Our coop group loves Insurgency and is looking forward to more DoI. Keep up the great work! Congrats on your successes Best regards	8/26/2016 9:56 PM
261	Awesome guns and surprisingly exciting experience. More trailers showing how hectic and fast the game can be to show people who hesitate to get a game just because it's WW2 how great it can be.	8/26/2016 9:49 PM
262	major selling point, to me, is the "realistic" touch to it. Therefore, "sound and effects" and "variety" (different reload animations i.e. M1 Garand) play a crucial role in order to "sell" that particular experience. The game has still a long way to go in terms of balance, features, game-modes etc. ... but its, overall, on a good path. To cut a long story short, "emersion" is the keyword here!	8/26/2016 9:48 PM
263	Being more updated and 'modernised' to the outdated classic DODs.	8/26/2016 9:45 PM
264	I love the artillery feature, especially in a close quarter combat/source engine game. You never see that. A larger map selection, which I'm sure is coming, will help make this game complete. The balance between longer/nature maps and urban maps right now is great, and I hope to see that balance continue, rather than just end up with a few long maps and a lot of city maps.	8/26/2016 9:36 PM
265	You need more publicity. Even I, a guy who owns Insurgency, barely found out about Day of Infamy - by accident. I think from a random Youtube video, while looking for other stuff - bought it the same day. I still can't believe i almost missed it - so yeah, you need more publicity.	8/26/2016 9:34 PM
266	People are comparing it too much to the Day of Infamy Mod... and are put off by the fact you need to pay for the Mod... people are not aware that many things have changed since the mod	8/26/2016 9:32 PM
267	Realistic ww2 shooter.	8/26/2016 9:31 PM
268	It's a game without bullshit. Just good gameplay and lots of it. It's polished to a mirror shine and removes all the superficial crap games like Overwatch throw at players and call "content."	8/26/2016 9:29 PM
269	More accessible, Insurgency but WWII	8/26/2016 9:24 PM
270	No vehicles. Great guns (hoo boi that STG 44). Good sound design. The maps need work. I really like the openness of Insurgency maps. Even in Push mode there are alternate routes to the objective. But DoI's maps feel either too open, or too choked. I think Day of Defeat was dealing with technological limitations at the time with its map designs, so there's no reason you guys need to stick to that.	8/26/2016 9:23 PM
271	If you add a PILE of additional maps, maybe more coop modes, and really balance rewards to teamwork over kills, you will have something that will definitely stand out, as high value. I enjoy all aspects, but nothing is more fun than when A TEAM achieves a hard goal, together.	8/26/2016 9:13 PM
272	You have the potential to become the most interesting competitive FPS in a WW2 setting. You should try to become the "CS:GO" of the WW2 shooters. Add a good ranked gamemode.	8/26/2016 9:03 PM

273	has the resurrected feeling of Day of Defeat days..BY far the funnest time in a while of FPS games -WW2 Shooters but that was the selling point for me. Honestly, the thought that feels like a unique selling point is the more players in one game could reimagine the WW2 feeling of the rush before getting into battle, just like what happens on Red Orchestra 2 style of battleground. 64 players is a bit high for this style but-maybe or not: 50 tops. Who knows maybe you could do events with a 100 slot server to see how it works? More people - more teamwork - more future options to using the radio and local chatter	8/26/2016 9:03 PM
274	Har and realistic, could be a bit more, but still I think I will love it when it's done	8/26/2016 8:53 PM
275	Most shooters nowadays are not based in the past, but rather the future. Some people like me enjoy past events and like to play in them, such as WWII.	8/26/2016 8:53 PM
276	I think the game could expand into larger battles. Squad based games are fun, but it seems the selling point nowadays is large scale conflict and having a feeling of purpose in a large battle. Making some large scale co-op battles would definitely give something people to talk about and bring in more players. Destructiveness is another characteristic of games that people really enjoy. I love the explosions in this game, but maybe semi-destructible environments would appeal to a wider variety of players.	8/26/2016 8:51 PM
277	The dark souls of shooters, with a side of teamwork.	8/26/2016 8:50 PM
278	Squad cooperation. Currently only Project Reality and Squad use this as a selling point and PR is free. Make the squads even more close knit (no idea how to actually do that) and you have a stand out on your hands. Also open mic to the enemies. Always a fun feature and works wonders in survival games. It does the same in DoI so spread the word.	8/26/2016 8:50 PM
279	I like the grit and fragility of it. Makes you feel more invested and immersed as opposed to the "Hide to restore health" gameplay thats common in AAA titles	8/26/2016 8:49 PM
280	The difficulty and combination of teamwork with the new artillery and radio combo makes for something really fun, but also can be sometimes really annoying when you need people to understand it.	8/26/2016 8:49 PM
281	Its like Insurgency.... sorry but its a good one and i think some people will come for it.	8/26/2016 8:47 PM
282	The sexy flamethrower effects.	8/26/2016 8:46 PM
283	yes its realism and its price it is alot of game for 20 dollars and it has a long way to improve keep working!! great job fellas. take in peoples feedback not everybodies but the most important have ur developers play a few more ww2 games and come back to urs great job again!!	8/26/2016 8:38 PM
284	yes its insurgency which is great, but the maps need work	8/26/2016 8:35 PM
285	Absolutely, if you want a WW2 experience where it is barebones but not so in depth that it becomes stale and boring then Day Of Infamy is perfect. Main selling point would be it has realistic health and bullet mechanics yet isn't too gruesome to the point where it would be like Red Orchestra. You guys really did bolt guns right.	8/26/2016 8:34 PM
286	No kill feed is nice feature	8/26/2016 8:28 PM
287	It's one of the first WWII shooters in a very long time that has reignited a flame in my interest in the genre.	8/26/2016 8:26 PM
288	There is a couple other WWII shooter quickly coming in soon. But I believed there may be enough differences if you could maintain it true formula for it highly intense gameplay for it shier realism and the gunplay is relatively tight. Not only I want this game to blow the other copetitor out of the water. But I want Insurgency: Sandstorm to address one major issue that I believe that Call of Duty had failed to fulfilled for their audience. Please, for the love god. Do not use Denuvo DRM.	8/26/2016 8:16 PM
289	Very very immersive WWII shooter. Please really work on this as I think it's the best thing the game has.	8/26/2016 8:15 PM
290	the fact that is based on World at War II scenarios.	8/26/2016 8:14 PM
291	The selling point right now is marketing as a replacement for old school Day of Defeat. Furhter evolution would to make the weapons and handing perhaps slightly more realistic. More recoil less accuracy, etc. This would bring firefights in even closer and add more excitement...imo.	8/26/2016 8:07 PM
292	Tactical realism and gameplay better then poop COD.	8/26/2016 8:06 PM
293	The Dog Red experience is epic and hasn't been visited for a while! I play it over and over thank you guys! Please please please consider evolving Day of Infamy into a hybrid of Day of Defeat meets Red Orchestra 2 and you will have the best WW2 shooter ever made! :)	8/26/2016 8:06 PM
294	i think the game is unique because the realism! i think adding more content would help this game out alot! keep up the great work!	8/26/2016 8:04 PM
295	Realistic but still enough arcade elements to keep it easily playable. Arma2 style gameplay put into Call of Duty2 (Very enjoyable.).	8/26/2016 7:59 PM
296	It has a tactical selling point as well as the unforgiving damage models which encourages teamplay	8/26/2016 7:59 PM
297	A unique selling point would be that you get a great game and also all future content for one price. A bit sad that this is a selling point these days, but you did a really amazing job with post launch content for Insurgency.	8/26/2016 7:59 PM
298	Its uniqueness comes from the same points as Insurgency, a game where anyone can be good because of the "realism" of being shot once or twice and you are dead, which requires a more slow paced, tactical approach to the objective	8/26/2016 7:57 PM
299	no but if it had russians it would definitley be great	8/26/2016 7:50 PM
300	I think you've got the opportunity to do something really cool here. Especially with the uniform and character customization that is loosely being hinted at. Different era/history-friendly helmets, patches, webbing would be absolutely amazing. Wouldn't mind a few more voices either. A general fleshing out will do this game wonders. More maps, more options, more weapons, more fun.	8/26/2016 7:50 PM
301	Realistic damage model, which delivers intense shootouts. NB: big ups to dev team from Estonia.	8/26/2016 7:49 PM
302	Its fun because of the low life, the team and objective oriented gameplay and the squad and point system. I also really like the talk, radio and artillery functions. More competitive and clan involving would be nice and Im also a friend of individualisation of your soldier, that would be nice to see but only in realistic terms. Also some kind of minor map interaction would be cool, but not nessecary.	8/26/2016 7:49 PM
303	A tv commercial? otherwise more commercial on forums or apps?	8/26/2016 7:47 PM
304	The game is the same as Insurgency. We see it like a re-skin with different guns and a different timeline. Bring Checkpoint into this...and you will have an amazing COOP experience like you do in Insurgency.	8/26/2016 7:44 PM
305	Good modding capabilities and very tense firefights on a smaller scale	8/26/2016 7:44 PM

306	The selling point of this game is the setting to be honest, many people are looking for a new ww2 shooter, and i think NWI are the right guys for the job, polish it up and start releasing new factions, maybe with even a competitive scene it will become the new Day of Defeat	8/26/2016 7:43 PM
307	Perhaps adding in other factions would make this one of the largest WWII games of all time. Italian Faction added would be fun and honestly should be added in due to the invasions of Italy. And the Russians if they were added would make this a complete game.	8/26/2016 7:35 PM
308	It a classic, reworked on these days features and capabilities... But since I havent played any classic WW2 games like DOD or other, then It just atmospheric and fun action game in ww2.	8/26/2016 7:28 PM
309	The game can absolutely evolve to stand out. I'd love to see a pacific front, Russian front and maybe some fighting on the streets of berlin. different sorts of character customization.	8/26/2016 7:27 PM
310	Deeper team coordination and requirements of cooperation. Almost every FPS game can be played as a team of lone wolves, but DoI rewards cooperation and combined tactics, while staying accessible to all players.	8/26/2016 7:27 PM
311	Niche genre is tactical shooters, that is its audience and its unique selling point!	8/26/2016 7:26 PM
312	Team based world war 2 shooter.	8/26/2016 7:20 PM
313	It does, but I feel like only playing it shows how unique it is. Perhaps more gameplay videos might help showcase just how unique and detailed this game is. Selling points are Team Based combat, realistic weaponry and classes or loadouts, flamethrowers! The radio/Squad Leader mechanic is fantastically unique mechanic.	8/26/2016 7:18 PM
314	Has the potential to showcase the entire western front, from Italy in 1943, to the Ardennes in 1944, to Germany in 1945. Has the potential to even show the Fall of France in 1940, and the African Front, 2 parts of the war you don't see an awful lot of in videogames.	8/26/2016 7:16 PM
315	Offers co-operative modes not found in other shooters. Spiritual successor to Day of Defeat. Keep highlighting teamwork features (ie. Artillery, ammo giving, fallback point). Continue to expand those things.	8/26/2016 7:10 PM
316	Brutal WW2 tactical team orientated combat.	8/26/2016 7:06 PM
317	It's realism.	8/26/2016 6:55 PM