

Improvements for Dead By Daylight 2v8

Before everything let me introduce myself. I'm Iwai. I'm a huge fan of the asymmetrical horror genre and I've played most of the games that are out. I started playing DBD back on Nov 1, 2017, I have 2360 hours and Devotion level 11 (at the time of writing). This is a document with ideas that could potentially fix the 2v8 experience. Below I'll mention ideas that came to my mind, or I've seen somewhere. Before reading be sure to open this [PDF file](#) that has images that can help you visualize and understand what I'm talking about (needed for the first point and for the QOL). *I won't give credit for the ideas below because most of them are mine and the others I just I can't track who said what. *

1. Make killers queue as a player and not as a specific character and after they join a lobby, they can pick a specific killer to play as:
 - This way you can queue up faster because the matchmaking can pair you with **anyone**. Not like now where it can pair you with everyone **except with the players who choose the killer you are playing** (imagine it like you are queueing up as a survivor you are just a player not the actual character). Games like OW, Valorant, Marvel Rivals, League of Legends have this function implemented.
 - This also helps players who are Solo Q or just changed their mind to pick another killer that can potentially pair better with their teammate.
2. Add more classes for the survivors:
 - This will make more people try out the new classes and have new and hopefully better experiences at 2v8. Adding new classes can introduce new game mechanics, new things to do and make survivors more unique. In a perfect world we should have at least 8 classes so this way we can have a huge variety of playstyles, and everyone can choose how to combine them so it can work better for the team or for themselves.
3. Change items:
 - Make every item one special 2v8 rarity. Each one of them can have different stats that work best for the gamemode
 - Add firecrackers and maybe even a chance to find them with 2 charges (able to use it twice)
 - At the end of the game if you escape with an item, you either get BP (like with these items First Aid Spray, Lament Configuration, VHS Tape etc.) or they get converted to a random rarity of the item you escape with.
4. Add more little objectives:
 - The herbs are a great addition to the game that I personally enjoy trying to find and take advantage of no matter what side I'm playing as. It will be cool if they stay for the future iterations of the mode (even if they are not called herbs and they don't look the way they do now). Maybe even make it so they respawn (a few times or all game) at a random location so there is always something both sides should look for (maybe not the Yellow Herb because this sounds a bit too powerful).
5. Make survivors unique:
 - Just like each killers have a buff make each survivor unique by boosting their default stats by little or some of them could just start with an item. This will make each survivor more appealing and won't really hurt the game balance. This could be placed next to

the class and have a little icon (just like the killer powers) showing what is your "Personal Buff".

-**For example**, Meg having 2% more speed, Haddie can see the aura of the killers for 2 seconds every 20 seconds, Nea increases the efficiency of her Items by 10 %, Ace can unlock chests and guarantee one add-on, Claudette can heal 10% faster, Quentin gets his exhaustion 10% faster, Gabriel start with Commodious Toolbox (could be even reskinned to be more fun), David could have 3 hits to gets down and after the 3th hit he gets Deep Wound and gets on the ground after 10 seconds no matter what (this could be very cool for a tank support role). These additions will be small but eventually will make all survivors not just skin but unique on their own. There are plenty of stats, effects, items so most of the survivors could be unique and tied to their lore or perks. Eventually you must repeat some stats but, in this case, you could combine it with an item and lower the values.

-If the stats feel too oppressive and could cause too much chaos, they could make it so there are no duplicating survivors in a match (like how u can't have two Trappers in one match) ***The same matchmaking can be implemented for survivors like how I mentioned on the first point***. This will help killers be more aware of who they are chasing and who they have already caged and won't cause confusion if there are, for example, 4 Jakes running around (even worse if they use the same skin).

~To the argument that everyone will play the best one (for example Meg) I don't think that everyone will try to play a specific character just because of their small buff.

~ To the "Pay to Win" (P2W) argument the game already has P2W in one way or another but I very much doubt someone will specifically buy a character with Auric Cells just to play the "best" survivor in a 2v8 a mode that is made to have fun in (considering that the intention is to have **minor** stat boots or start with an item). Probably some people will do it, but the vast majority won't considering we don't have MMR in 2v8 we won't be queuing against top tier survivors who will try to use these stats to their fullest.

6. Make the incentive bigger until the queue times are better:

- Killers should have 100% by **default** (it's 50% at the time of writing)

- Survivors should have 300% by **default** (it's 200% at the time of writing)

- *Experimental*** They can see if 50% XP boost works well. This way they won't give us directly the Iridescent Shards and we still must grind to get them.

7. Make the gamemode permanent or open for specific times of the day:

- Games like Identity V (IDV) have done that already. They have a huge variety of gamemodes that are permanent (around 8 including ranked this makes it 9), but they are open for a couple of hours each day. Considering we don't have a system implemented for time zones we can just have the gamemode open for 2 hours and then close for the next 5 hours and repeat this process over and over (**The numbers are placeholders they need to experiment with what works best for our game considering we don't have a way to open the gamemode at good times for each server**).

- Another option is to open the gamemode on the weekdays. This way we can have it every week and have 2 days to play and have fun.

8. Fun & Quality of Life changes:

- A MUST** Reorder the in-game HUD. Because we have 8 slots for survivors every text and image are very hard to see or read (no big difference even if you use the settings to boost it to 100%). To make it easier to read and navigate we can make so the is HUD organized by the classes chosen and not randomized and making you be on top like it's now.

- **A MUST** Change the color of the killer teammate aura. With the addition of Nemesis and his zombies it's very easy to get disoriented and lose track of your teammate if you are not Duo Killers. Currently both the zombies and your teammate aura are white which can be replaced with the pinkish/purple aura (and able to be changed depending on the kind of color blindness option you use) that we have already implemented (visible via using perks or keys while playing as a survivor to see the killer).

-Make BP offerings available. The gamemode is for fun and people like getting as many points as possible so this will help a lot. We don't need to worry about the game BP economy because at the end of the day it's a game and we have 83 characters (38 killers 45 survivors at the time of writing) this will not only help old players but will **massively** help new players!

-Right now, you can play a whole game and leave with less BP than a normal 1v4 game. Even though the game gives you more things to do for both sides (objective wise) you still don't get a good amount of BP, so another option is to boost BP gains from in-game actions. (In order to not get 2M BP in one game this feature should not be added if we have the option to use BP offerings)

-Let people get pips and up their ranks. Nowadays rank is just a number that indicates how much BP you will get at the rank reset (every month on the 13th) so why not let people get their ranks up. You can modify how you get a pip but in my opinion it's not necessary.

-Reskin every item. Lean into the chaos and the uniqueness of the mode and make every item feel even more special. Make them have some special effects after completing an action (like Masquerade Toolbox, Will O' Wisp flashlight, Anniversary Med-Kit etc.)

-Make a new lobby either as a playable map or just bigger to fit 8 survivors and 2 killers on the screen

-***Fun to experiment with*** Clear the maps from some of the piles of trash, cars etc. (filler pallets) and make it so you have one big map with all the main structures from the realm they are in. For example (if I remember correctly), back in the Alpha days of the game there was one big map called The MacMillan Estate which combined all the main structures (that were currently available) into one big map (later got reduced to 3/4 smaller ones that have only one main structure). What if we have one experimental map that combines all main structures (or even just two or three). This way the map can feel more unique, easier to navigate, and cooler to play on.

*Edit as we've seen the BP incentive can be very big so is the XP but considering my numbers were not finalized I won't change them!

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