



DEAD BY DAYLIGHT
death is not an escape

How to Solve All of Dead By Daylight's Most Pressing Issues with a Few Simple Changes

Hello, my name (alias, technically) is Mr. Waffington, and I'm a gamer/streamer who adores Dead By Daylight and hopes to improve the experience of its gameplay and community. With the upcoming changes in the Mid-Chapter Patch and its attempts to "change the meta," a number of important questions have arisen over the state of the game and how they are being dealt with. Namely, there are three core issues which have been identified by both the game's devs and its community. They are:

Tunneling and Camping
Killer Difficulty/Stress
Survive with Friends (SwF) vs. Solo Queue (Solo Q)

These problems exist as roadblocks for both balance and fun within the game. Balance is an unending difficulty, but that doesn't mean there aren't simple changes which can help to level the field. Fun, which is perhaps even more important, is actually quite solvable; this is because even if the game has balance issues there is always joy to be had in pouncing as Victor, stealth-grabbing someone on a generator, sniping with Huntress, etc. The key, *rather*, is to encourage both killers and survivors to engage in activities that are both fun *and* effective. As long as what's fun more closely coincides with what is effective, the gameplay will succeed. Remember that "given the opportunity, players will optimize the fun out of a game."¹ So make sure you optimize what's fun!

Proposed changes for each of the aforementioned issues are listed below.

Great care has been made to ensure that these suggestions are not only highly effective, but also low-hanging fruit. Nothing below will necessitate new mechanics, animations, or other lengthy workloads. They are all already present in the game either fully or in altered form.

They are as follows:

Tunneling and Camping

No one likes being tunneled or camped, and killers only do it because dealing with three survivors is easier than four (by a huge margin), and is therefore their most effective strategy for securing kills.

Memento Mori Repurposing

Rather than rewarding killers for achieving a third-hook-stage sacrifice, their objective should be altered to instead reward the use of Memento Moris. This ability to kill the survivors by their own hands after a second hook stage (i.e. the iridescent mori offering) would then be locked behind **five** total hook stages. These stages will be counted by the first two hook-stages, whereas the third stage will be re-designated as the Sacrifice Stage, which will not grant a token toward the total hook-stage count.

To restate: the Mori animation is given priority for bloodpoint and emblem rewards rather than the hook sacrifice, and is locked behind five separate hooks, giving killers an incentive to pursue multiple survivors instead of targeting a single person or camping them on the hook to get a guaranteed kill and a more accessible victory.

1 Quote from Civilization IV designer Soren Johnson. [GD Column 17: Water Finds a Crack | DESIGNER NOTES](#) ([designer-notes.com](#))

Also quoted in informational video by Game Maker's Toolkit: [How Game Designers Protect Players From Themselves - YouTube](#)

Now, instead of requiring a certain number of hooks to achieve victory, killer success will be determined by how many survivors are killed by the killer's own hands. No kills but eight hooks might reward Brutal Killer, two kills and any number of hooks Ruthless, and three or more kills as Merciless (this balancing of the new reward system is just one suggestion).

These changes effectively end tunneling, as a killer is not rewarded for sacrificing survivors but rather for using a Memento Mori, which is only made possible by hooking a minimum of three of the survivors (the math is detailed below in Figures 1.1 and 1.2). It similarly ends camping as an effective strategy, as even if the killer succeeds in reaching two hook stages on a particular survivor, or gets them out of the game entirely, they will still need to hook others in order to be rewarded with a Memento Mori, which is now the benchmark for success as a killer; camping would generally take too long to merit its use.

Figure 1.1

Hook Stages								
Survivor 1	1	2	2	2	2	2	2	2
Survivor 2	0	0	1	2	2	2	2	2
Survivor 3	0	0	0	0	1	2	2	2
Survivor 4	0	0	0	0	0	0	1	2
Totals								
Hook Counter	1	2	3	4	5	6	7	8

Green indicates the that this survivor can now be killed with a Memento Mori.

Figure 1.2

Hook Stages								
Survivor 1	1	1	1	1	2	2	2	2
Survivor 2	0	1	1	1	1	2	2	2
Survivor 3	0	0	1	1	1	1	2	2
Survivor 4	0	0	0	1	1	1	1	2
Totals								
Hook Counter	1	2	3	4	5	6	7	8

Green indicates the that this survivor can now be killed with a Memento Mori.

Another potential benefit of this change is that the game can be more clearly split into phases, namely Early, Mid, and Late game, which allow for greater ease in balancing the pace of the matches, which currently is difficult to do when there is no guarantee of the number of survivors that will be present throughout. Early game would be the period before the killer is able to use a Memento Mori; Mid game is once the killer can start killing off survivors; Late game is once the exit gates are powered.

This may seem unimportant—it's certainly speculative—but many games in the competitive milieu are structured as such. Having phases allows for greater clarity in gameplay within games which may be overly complex for newer players. And if you don't understand how this may lead to better defined phases, remember that in addition to the delaying of the kills there is also a lower likelihood of survivors disconnecting in frustration, as they now know that it is much less likely that their early bad luck will lead to them not getting to experience the match in full or bar them from potentially escaping.

Lore-wise, this change is also closer to what the Entity desires than the current structure. The Entity has stolen four people from the real world, locked them inside a small area, and let loose a killer to terrorize them. The Entity wants pain and blood: to crush the hopes of all the survivors. This is why currently you are rewarded more as a killer for repeated hookings than outright kills; the Entity wants you to play with your food. By changing to the suggested Memento-Mori system, it will more clearly guide the killer toward this goal of inflicting pain and torment on the survivors rather than leading them toward quickly killing off one of them (tunneling) to make a victory more accessible.

One potential issue with this change is in how to deal with the third hook phase: hook sacrifices. While it's easy enough to diminish the reward given by these sacrifices (therefore incentivizing the proper gameplay, which is often more than enough), there is a question to be answered with what happens to a survivor once they are hooked twice. Should the survivor be given a free unhook after the second stage to allow for the Mori? Should they be stuck on the hook indefinitely until rescued? Would the killer be punished for a sacrifice because the survivors chose not to unhook someone after the struggle phase, even if the killer leaves the area for them to unhook safely? Maybe nothing would need to be done about this, but it is certainly the most interesting problem brought about by the suggested changes, and after implementation would likely be the first thing to look for in testing.

Killer Difficulty

Incentive Restructuring

With the above changes made to incentivize the use of a Memento Mori as opposed to sacrificing a survivor on hook, killers will no doubt have a harder time achieving victory as they won't be able to tunnel a survivor out of the game in order to win (which is currently the most effective strategy, followed only by efforts to slow down the survivors' objective through halting or regressing generator repairs and distracting them with healing or totem cleansing, etc.). To compensate, it would be easiest to either restructure the reward system to allow for two to three kills to be considered a victory (and made overtly clear as such) rather than requiring—as in most cases—a four-kill to get Merciless, or perhaps to nerf the so-called “second chance” perks and buff the hook perks. This is because penalizing the killer for attempting to hook someone is not only frustrating but makes their objective much harder, especially given the need to deal

with four survivors for a longer period of time in order to win. Considering tunneling would no longer be a consistent issue, survivors would not be so compelled to need the perks like Decisive Strike in the first place, and perks like Scourge Hook: Pain Resonance would not need to be nerfed as their benefits would actually be healthy for the gameplay. To clarify, this is because anything that rewards the killer for hooking (such as Barbecue and Chili's ability to spot where far-off survivors are) would not only encourage the killer not to tunnel, but would also give them a better chance at achieving victory. This, as previously stated, is the true goal of these changes: make what's fun for both sides what is also most effective.

SwF vs. Solo Q

This is the single greatest issue in creating a balanced game that Dead by Daylight faces, followed most closely by Map Variability (i.e. which map you are given). To help bring the solo survivors more in line with those who play with friends, their lack of communication needs to be addressed. The following suggestions are, as stated in the intro, very low-hanging fruit. Without changing any actual gameplay it is still possible to give solo survivors a chance to synergize with their team in a way previously only accessible to SwF.

In-game Scoreboard

Pressing TAB will allow survivors to see the perks of each survivor, as well as their perks' statuses. This is essentially the same as the Post-Game Lobby information (minus the score) and with the addition of the statuses of each (e.g. Distortion will show its 0-4 stacks, Mettle of Man will show if it's activated).

This will bring the Solo Q more in line with SwF by an immense amount, allowing for better synergy and communication between survivors who are not in voice chat.

Pre-Game Perk Visibility

Similar to the above, adding the icons of each survivor's perk layout to the pre-game lobby will help Solo Q players to identify appropriate synergies between their perks and to make more informed decisions before and during the match as a result.

And that's it!

Thank you for taking the time to read these suggestions for Dead by Daylight. I am a huge fan of the game and of the community, and want nothing more than to make this game a better experience for everyone (including the devs!). If you believe, as I do, in the merit of these suggestions, please share this with your fellow Killers/Survivors, and try to get this into the hands and eyes of the game's development team.

All the Best,

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