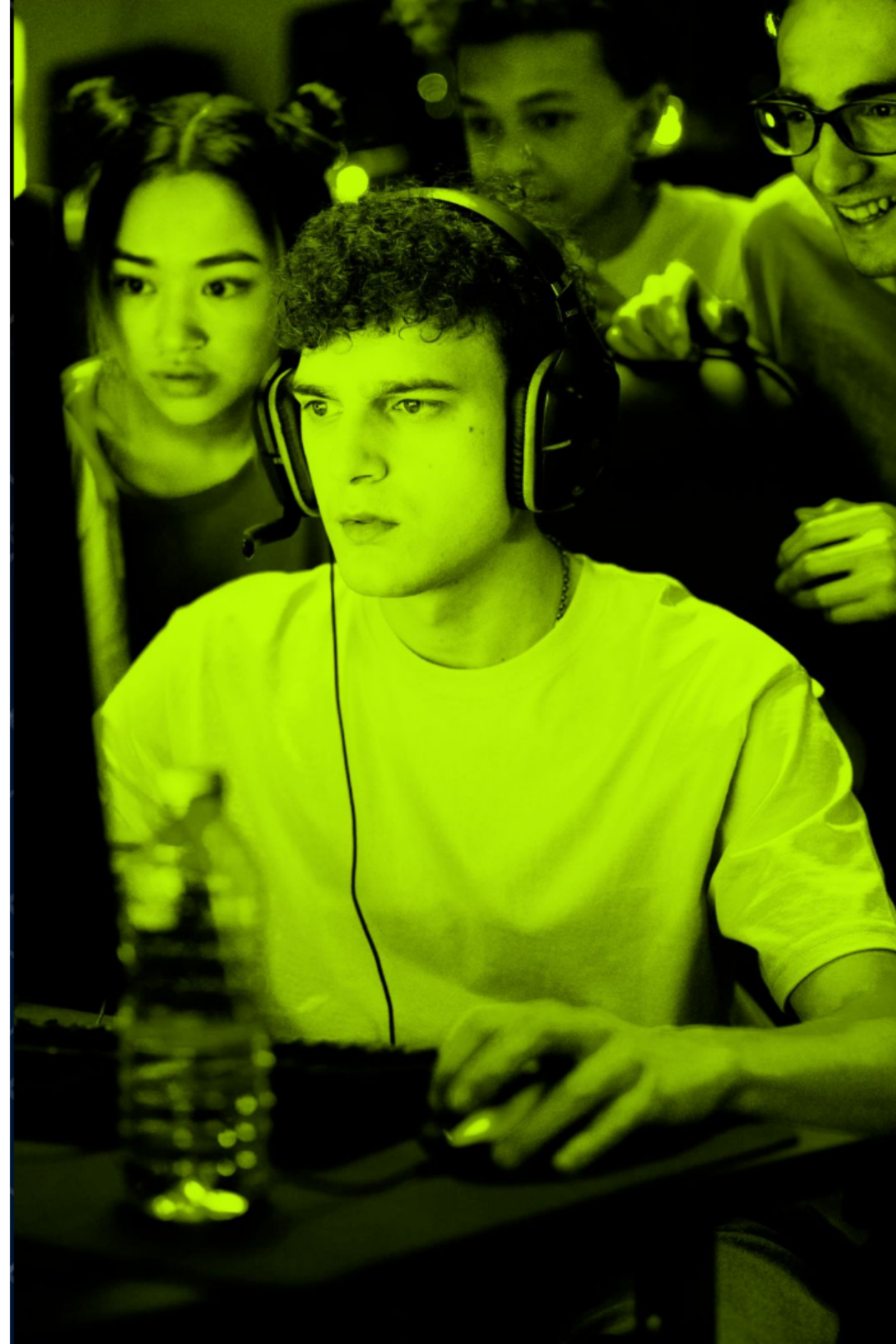


⬆ Feature Upvote

PAINLESSLY COLLECT FEEDBACK
FROM YOUR PLAYERS. MORE
INSIGHTS, LESS NOISE.

USED BY

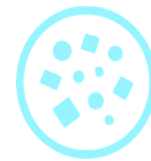


THREE PROBLEMS ONE SOLUTION

THREE CORE PROBLEMS. ONE CLEAR SOLUTION.

Feature Upvote turns scattered, manual, and biased feedback into one clear product signal.

THE CHALLENGE



SCATTERED FEEDBACK

Discord, Reddit, reviews, tickets, surveys, and more.



TOO MANY TOOLS

Too many partial solutions.



PARTICIPATION BIAS

The loudest voices dominate.



THE SOLUTION



ONE PLACE FOR PLAYER DEMAND

Centralize feedback, ideas, and discussion in one hub.



ONE FOCUSED WORKSPACE

Merge duplicates, moderate ideas, manage statuses, and keep feedback moving.



LOW-FRICTION CONTRIBUTION

Upvote without needing to post publicly.

ONE PLACE FOR ALL PLAYER FEEDBACK

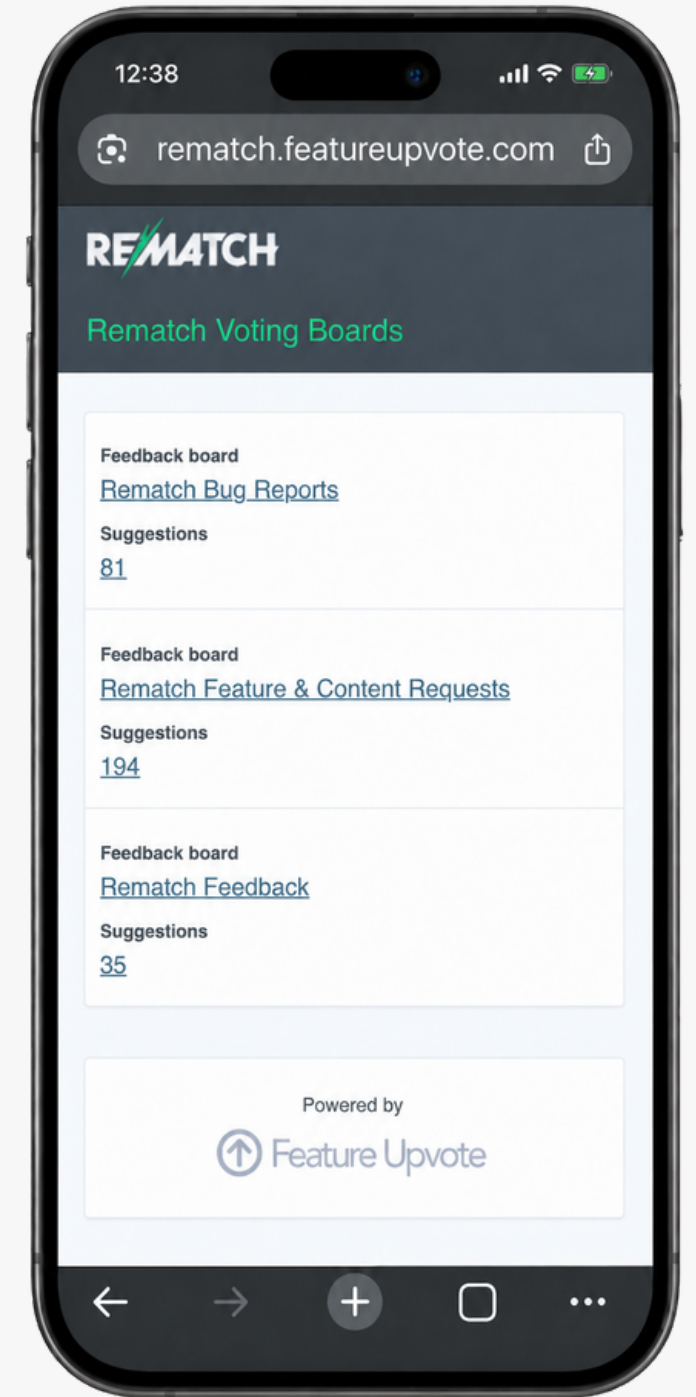


“Your platform was a huge help for us gathering feedback during such a busy launch. Great job guys! 🥰”

The Enshrouded team, Keen Studios

HOW IT WORKS

- 1 Create your branded feedback board.
- 2 Players submit and upvote ideas in one place.
- 3 Top requests rise as demand becomes visible.
- 4 Track demand, update status, and prioritize with confidence.



Customise your portal to match your game!

VOTING SHOWS WHAT'S IMPORTANT – AND WHAT'S NOT

16K votes	Weather system This game need a weather system. I want to be able to feel more cozy inside my small hobbit house when outside is raining or snowing or having a big storm.. The game ... Suggested by: Tasos (19 Jan) • Upvoted: yesterday • Comments: 90 Planned #Feature or content
13K votes	Livestock / Animals / Farmable Animals I would love to see a feature of being able to keep and care for livestock, such as chickens, sheep, or even small fantasy creatures for meat, leather, and eggs. To ... Suggested by: Mako (20 Jan) • Upvoted: yesterday • Comments: 75 Planned #Feature or content
13K votes	Add Water Simple: Add Water to the Game! Its Important We wanna Build a Cavacity where Water floats in. Build a nice cozy House at the Lake... Suggested by: ADG (19 Jan) • Upvoted: yesterday • Comments: 147 Planned #Feature or content
12K votes	Life Skill Progression Proposal for Life Skills in Enshrouded Objective: To enrich the gameplay experience of Enshrouded by introducing life skills such as woodcutting, mining, fishing, ... Suggested by: Nightsky (25 Jan) • Upvoted: today • Comments: 85 Open suggestion #Feature or content

- ◆ Players vote without creating an account.
- ◆ Quiet support becomes visible demand.
- ◆ The most-supported requests rise to the top.
- ◆ Teams prioritize with clearer community signal.
- ◆ Decisions become easier to make — and easier to explain.

MAKING LIFE EASIER FOR COMMUNITY MANAGERS & MODERATORS



“We thought about using Discord forum channels. But it felt limiting because there’s no way to properly organize, merge topics, texts, etc. It has fewer features.”

*Andrew Vasiliev,
Publishing Producer at Forklift
Interactive*

Easy to merge
duplicates.

One-click
processes for
common
operations.

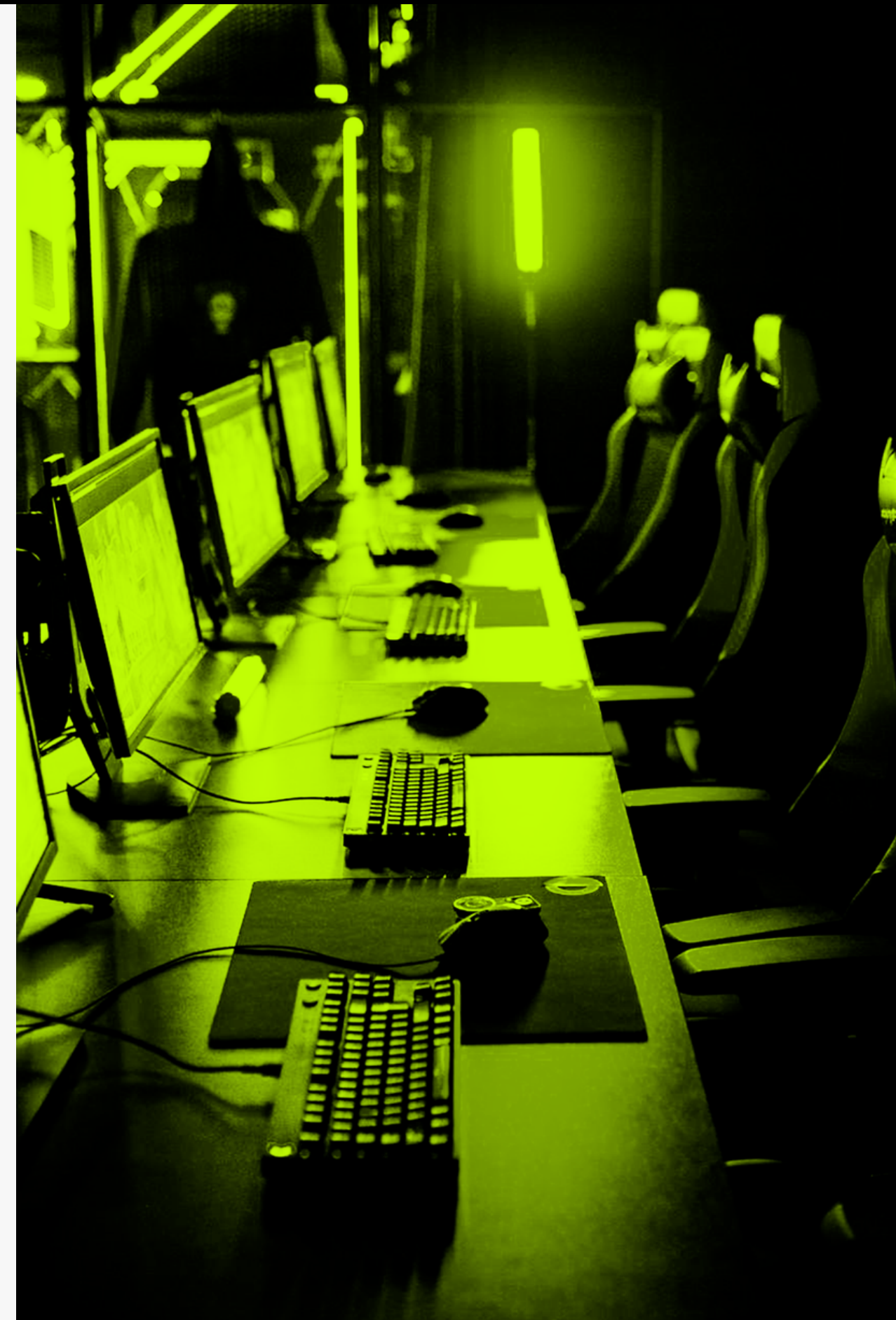
Bulk operations for
tagging, deleting,
changing status,
marking as spam.

Multiple
moderators
included in
standard price.

Automated anti-abuse
features: built-in spam
detection, usage throttling,
blocking by IP address.

SOLID, RELIABLE, AND SIMPLE

- ✓ EFFORTLESSLY SCALES TO ACCOMMODATE LARGE AMOUNTS OF PLAYER FEEDBACK.
- ✓ USED BY GAMES WITH MILLIONS OF PLAYERS - AND BY SMALL INDIE GAMES, TOO.
- ✓ INTEGRATES WITH JIRA, DISCORD, SLACK, AND MORE.



JOIN HUNDREDS OF HAPPY CUSTOMERS



SIMPLE PRICING

All plans include **unlimited usage** and unlimited moderators

INDIE

\$49 /MONTH /BOARD

STANDARD

\$99 /MONTH /BOARD

ENTERPRISE

FROM \$1500 /MONTH

WHEN YOU NEED A SLA, CUSTOM T&C'S AND LEGALS, ETC