

Question	Participant	Response	Code	
<b>First Impression</b>				
Initial thought after starting the game		1 A nice, easy browser arcade game	Easy	
		2 The game mechanics were initially difficult to understand.	initial mechanics difficulty	
		The game appeared to be a simple tower defense without much interaction variety.		
		3	no interaction variety	
		4 It's all about timing	all about timing	
		5 Good	good	
		6 I was thinking, is there a similar game like this!	familiar	
		Good visuals and the sounds. Needed a bit explanation in game on what to do	good, need tutorial	
		8 A bit slower.	slow	
Feeling about the game		Generally relaxed, happy. When seeing something new, a bit anxious for a second.	relaxed	
		2 Too easy at first. It's interesting after the first level.	start is easy, interesting afterwords	
		3 The game made me engaged.	engaged	
		4 Didn't feel like a challenge	no challenge	
		5 Addictive	addictive	
		It was easy for me. The art style was good.		
		6 I really like pixel-based based style. I was relaxed.	easy, relaxed	
		7 Felt good	good	
		8 It was engaging.	engaging	
<b>Previous Gaming Experience</b>				
How often do you play video games?		1 1-2 hours a day, every day.	Daily Gamer	
		2 I play Warthunder every day.	Daily Gamer	
		Nowadays I play video games around once a week. I used to play a lot	Casual Gamer	
		4 regularly	Daily Gamer	
		5 rarely	Infrequent Gamer	
		6 I play Almost every day	Daily Gamer	
		7 I play games quite often, not enthusiast	Infrequent Gamer	
		8 hardly play	Infrequent Gamer	
What type of Games do you play		I play most types of games, but nowadays,		
		1 I usually Battle Royale, Real-Time Strategy, and FPS.	Real-time strategy preference	
		2 I prefer MMO and military simulation-type games.	MMO preference, Military Simulation	
		3 I usually play single-player games of various genres.	Single player, no genre preference	
		4 mostly open-world.	Open-world preference	

	5	Fifa, tower defence	Simulation preference, Tower Defence	
	6	I like platforms, puzzle platforms, and side-scrolling games.	Platformer preference, Puzzle	
	7	mostly RPGs.	RPG preference	
	8	Mobile, Casual	Mobile preference	
Have you played artillery or similar skill-based games before?	1	Few times	Familiar	
	2	In Warthunder we call for artillery strike, but I don't have to calculate trajectory or calculate anything in that sense.	Familiar	
	3	Yes	Familiar	
	4	Yes	Familiar	
	5	yes	Familiar	
	6	yes	Familiar	
	7	Yes.	Familiar	
	8	Just once	Familiar	
Are you familiar with games that adjust difficulty? If so, how do you feel about the	1	A bit familiar. I think we need more of those.	Enthusiasts	
	2	I am familiar with games that adjust the difficulty. I like them cause I like challenges.	Enthusiasts	
	3	I have mixed feelings about letting the player adjust to difficulty. A lot of times changing the difficulty in games is just changing the health and damage of enemies or the player. It doesn't bring anything unique to the table and often can be tedious to play. However, certain games handle it well, with interesting twists in the gameplay.	Skeptic	
	4	Yeah. If done right, that is an excellent feature that makes replays fun.		
	5	No	Unaware	
	6	Not familiar with the concept. Sounds like a good idea. Not sure how it will affect my gameplay experience.	Unaware	
	7	Yes, the games are good because the challenge keeps increasing.	Enthusiasts	
	8	Yes. It is required to make one stick to the game.	Familiar	
<b>Difficulty Preference</b>				
When given the option which difficulty settings do you choose in games(Easy, Medium, Hard)? Why?	1	Easy for survival games because I like having fun and not stressing out. For other games, usually Medium.	Easy, Medium	

	2	Starts with the medium. Cause I like story along with little bit difficulty. Cause I don't want to play the same scene repeatedly.	Medium	
	3	If it is a game that I just want to experience quickly - I go with Easy to not get too stuck. If it is something that I really like playing - I go with Hard or Medium.	Easy, Medium, Hard	
	4	Try on Hard first, but usually get back to Medium	Medium	
	5	Easy for unfamiliar. But for familiar like Fifa - Hard/Medium	Easy for Unfamiliar, Medium/Hard for familiar	
	6	Medium, I want a balanced experience	Medium	
	7	I play all the settings one by one. Keep increasing difficulty once I get used to the game.	Plays all modes	
	8	Initially medium, then move on to hard.	Medium, Hard	
Did the game's difficulty feel appropriate for your skill level?	1	It felt a bit easy. Liked the challenge in the end.	Initially Easy, Appropriate Later	
	2	Yeah	Appropriate difficulty	
	3	I only really felt more engaged at the very end with the last two levels. Other levels were really easy for me.	Initially Easy, Appropriate Later	
	4	It felt easy.	Easy	
	5	Simple, but not too easy.	Not Too Easy	
	6	The game is too easy for me	Easy	
	7	Yes	Appropriate difficulty	
	8	yeah, It was quite easy.	Appropriate difficulty	
Did you notice any points where the game became really harder or easier?	1	It generally felt easy. However, multiple tanks with two health points one after another felt harder. Would like more challenges.	Noticed difficulty rise and liked it	
	2	The game was initially difficult to understand. But Once you understand, it becomes easier.	Needs tutorial for mechanics. Did not notice difficulty spike	
	3	In the end, the game became significantly more difficult. But I liked that.	Noticed difficulty rise and liked it	
	4	It's just about timing.	Did not notice difficulty spike	
	5	Smooth.	Did not notice difficulty spike	
	6	No	Did not notice difficulty spike	
	7	The start of the game was easy for me. Then it's better	Noticed difficulty rise and liked it	
	8	No	Did not notice difficulty spike	
Did you feel that the game was adjusting its difficulty to match your performance? If yes, how did you feel about it?	1	I haven't felt that.	Did not notice DDA	
	2	I sensed a little bit. I like it.	Noticed DDA, Positive	

	3	I'm not sure if it was adjusting to match my performance, but I was glad when it became more difficult.	Did not notice DDA, Positive	
	4	No, it's super easy.	Did not notice DDA	
	5	No. New enemies were coming as the game progressed.	Did not notice DDA	
	6	At the later stage, it became relatively difficult. But not enough difficulty for my liking.	Noticed DDA, Positive, Needs more challenge	
	7	Yes, felt good because of getting challenged more.	Noticed DDA	
	8	Yes. It made me to stick to it to see what's coming next.	Noticed DDA, Positive	
<b>Game Mechanics</b>				
Were the game's mechanics (e.g., aiming, shooting, resource management) easy to understand and use?	1	Yes.	Easy	
	2	Yeah. Too easy. I believe aiming should be a little bit difficult.	Easy	
	3	Aiming and shooting were straightforward. However, the ammo was not clear to me. At first, I thought it was bugged, as it didn't go down when I shot. Only at the very end of the game, I realized that ammo went down only when I missed. Perhaps a different label could be used.	Easy, Not happy with resource system	
	4	yeah.	Easy	
	5	Easy	Easy	
	6	Yes straightforward. The projectile really helped for shooting. But you have to time the shoot perfectly, which was fun.	Easy	
	7	Yes.	Easy	
	8	yes	Easy	
Did you find the game mechanics intuitive and familiar? If not, what was confusing or difficult to understand?	1	Yes.	No confusion	
	2	There was no confusion.	No confusion	
	3	Mostly yes, though I already expressed a point about ammo.	No confusion	
	4	Yeah	No confusion	
	5	No	No confusion	
	6	Yes, it was intuitive. Not sure if it is familiar. I am sure there are games like this, but I haven't played those.	No confusion	
	7	They were. Also easy to understand because I've played such games before.	No confusion	

	8	Yes it was familiar.	No confusion	
Is there anything you would change about the game mechanics to make it more enjoyable or engaging?	1	Everything was good for an easy-level game.	No change	
	2	1. Aiming should be a little bit harder. 2. Since it's an artillery attack, the ammunition should be fired toward the sky. The player should guess the impact position	Wants more challenging shooting system	
	3	I personally didn't like that the aim was locked after shooting. While the shot was firing, I already wanted to adjust the aim for the next shot. So I would allow the player to continuously aim, and indicate reload time in a different way. I would also add some additional ways of interactions to make it more engaging, such as different ways to shoot, or having close-distance options.	Not satisfied with the resource management system	
	4	I'd get rid of the projectile line.	Disable projectile line	
	5	It may be possible to find a cheat position for the arrow and shooting	Found a cheat position	
	6	Make more types of enemies. Add Different power ups. Add Wave of enemies.	New Enemy, power up and waves	
	7	Not really. Maybe add some power-ups for players.	New power ups	
	8	It should have some extra power in the next levels, by accomplishing certain challenges.	New power ups	
<b>Game Design and Environment</b>				
Did you like the game's visual(e.g.- graphic and auditory elements(e.g.- background music, sound)?	1	Yes, good enough for a browser arcade game.	Positive	
	2	I did.	Positive	
	3	The game visuals were clear and consistent. Though the tower itself seemed to be simpler in style than other assets, making it stand out a bit. The music and sounds were right.	Positive	
	4	Yeah	Positive	
	5	good	Positive	
	6	Yes, I like the visuals. As I mentioned already, I like pixel art	Positive	
	7	yes	Positive	
	8	yes	Positive	

How did you feel about the design of the levels and level progression?	1	Generally good.	Positive	
	2	I believe flying enemies should change height in a random or dynamic pattern.	Needs more challenge	
	3	There is no difference between the levels nor indication of what level it is. The level looks alright, but it would be nice to have at least some indication of what level it is.	Needs level indicator	
	4	Enemies could benefit from uneven acceleration.	Variation in Enemy	
	5	Expecting more challenges via new enemies.		
	6	I think, there should be a lot more levels. The level progression was smooth. But it needs to be more difficult.	Positive, Needs more challenge	
	7	It was good	Positive	
	8	The progression was fine.	Positive	
Did you encounter any technical or environmental issues while playing?	1	No. I tried Opera and Chrome on MacOS, and all went well.	No Bug	
	2	Yeah. Sometimes, the game froze.	Game Froze	
	3	Not really	No Bug	
	4	No	No Bug	
	5	No.	No Bug	
	6	No	No Bug	
	7	no	No Bug	
	8	no	No Bug	
<b>Overall Feedback</b>				
How many levels did you complete? Did you feel motivated to keep playing? Why?	1	First play: 3, Second play: 5. I wanted to play until I finished all the levels.	Finished, Felt Motivated	
	2	I completed all levels. I did feel motivated to keep playing. The reason is I believe I wanted to see the end.	Finished, Felt Motivated	
	3	I finished all of them. I wanted to see the end of the game, and what new enemies were there.	Finished, Felt Motivated Was curious about new enemies	
	4	All. Too few levels.	Finished, Felt Motivated	
	5	All 5. I was feeling motivated. The game was addictiveness because I was curious about new enemies.	Finished, Felt Motivated Was curious about new enemies	
	6	5 level. I felt motivated to keep playing to challenge myself. Unfortunately, there are only 5.	Finished, Felt Motivated	

	7	I completed all levels. I was motivated mainly because i like playing such type of games.	Finished, Felt Motivated	
	8	I completed all the levels. I was looking forward to see upcoming challenges.	Finished, Felt Motivated	
What did you like about the game?	1	Nice, simple, fast to load, easy, casual fun.	Nice, simple, casual	
	2	The concept is kinda different in the sense that I haven't seen this kind of animation in a long time.	Concept is different	
	3	I really liked the enemy designs. I was also happy to see enemies with more than one health, as that was what I was about to suggest.	Good Enemy Design	
	4	It's simple and fun.	Simple, fun	
	5	Feel was good	Good	
	6	I like enemy design	Good Enemy Design	
	7	The visuals and the background music blended perfectly in the game which I liked.	Good Visual and music	
	8	The levels were smooth enough to get adjusted.	Smooth	
What did you dislike about the game?	1	Add more levels.	Need more level	
	2	The targeting system is too easy.	Need more challenging mechanics	
	3	Lack of interaction variability, aim locking when firing.	Need more variation, Need better resource management	
	4	It's easy and short.	Easy, Short	
	5	Expected more difficulty.	Need more challenge	
	6	Some enemies felt very similar to each other. Would enjoy it more if it was more difficult	Need variety in enemies	
	7	nothing	Positive	
	8	Not anything specifically	Positive	
If you could change one thing about the game, what would it be?	1	Perhaps more levels should have been added, and it could have been a bit more challenging. at the end of the game speed was getting faster.	Need more level, Need more challenge	
	2	The targeting system should be more difficult.	Need more challenging mechanics	
	3	Aside from the things I already mentioned, I'd add some twists to the gameplay.	Need variation	
	4	Make the speed even faster.	Need more challenge	

	5	The game would be more interesting if it had more variation in enemies.	Need variation in enemy	
	6	Would enjoy it more if it was more difficult.	Need more challenge	
	7	Add power-ups in the later levels.	Need power ups	
	8	Nothing	-	