

1. First impressions of the game

a. What were your initial thoughts when you started playing the game?

A nice, **easy** browser arcade game

b. How did the game make you feel while playing?

Generally **relaxed**, happy. When seeing something new, a bit **anxious** for a second.

2. Previous Gaming Experience

a. How often do you play video games? And what type of games do you usually play?

1-2 hours a day, **every day**. I play most types of games, but nowadays, I usually Battle Royale, Real-Time Strategy, and FPS.

b. Have you played artillery or similar skill-based games before?

Few times

c. Are you familiar with games that adjust difficulty? If so, how do you feel about them?

A bit familiar. I think we need more of those.

3. Difficulty Preference

a. When given the option which difficulty settings do you choose in games(Easy, Medium, Hard)? Why?

Easy for survival games because I like having fun and not stressing out.

For other games, usually Medium.

b. Did the game's difficulty feel appropriate for your skill level?

It felt a bit **easy**. Liked the challenge in the end.

c. Did you notice any points where the game became really harder or easier?

It generally felt easy. However, **multiple tanks with two health points one after another felt harder. Would like more challenges.**

d. Did you feel that the game was adjusting its difficulty to match your performance? If yes, how did you feel about it?

I haven't felt that.

4. Game Mechanics

- a. Were the game's mechanics (e.g., aiming, shooting, resource management) easy to understand and use?**

Yes.

- b. Did you find the game mechanics intuitive and familiar? If not, what was confusing or difficult to understand?**

Yes.

- c. Is there anything you would change about the game mechanics to make it more enjoyable or engaging?**

Everything was good for an easy-level game.

5. Game Design and Environment

- a. Did you like the game's visual(e.g.- graphics) and auditory elements(e.g.- background music, sound)?**

Yes, good enough for a browser arcade game.

- b. How did you feel about the design of the levels and level progression?**

Generally good.

- c. Did you encounter any technical or environmental issues while playing?**

No. I tried Opera and Chrome on MacOS, and all went well.

6. Overall Feedback

- a. How many levels did you complete? Did you feel motivated to keep playing? Why?**

First play: 3, Second play: 5. I wanted to play until I finished all the levels.

- b. What did you like about the game?**

Nice, simple, fast to load, easy, casual fun.

- c. What did you dislike about the game?**

Add more levels.

- d. If you could change one thing about the game, what would it be?**

Perhaps more levels should have been added, and it **could have been a bit more challenging** at the end of the speed getting faster.