

### 1. First impressions of the game

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

The game mechanics were **initially difficult to understand**.

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

**Too easy at first**. It's interesting after the first level.

### 2. Previous Gaming Experience

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

I play Warthunder **every day**. I prefer MMO and military simulation-type games.

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

In Warthunder we call for **artillery** strike, but I don't have to calculate trajectory or calculate anything in that sense.

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

I am **familiar** with games that adjust the difficulty. I like them cause I like challenges.

### 3. Difficulty Preference

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

- i. Starts with the **medium**. Cause I like story along with little bit difficulty.  
Cause I don't want to play the same scene repeatedly.

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

Yeah.

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

The game was **initially difficult to understand**. But Once you understand, it becomes easier.

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

- i. I sensed a little bit. I like it.

#### 4. Game Mechanics

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

Yeah. **Too easy**. I believe aiming should be a little bit difficult.

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

There was **no confusion**.

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

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**

#### 5. Game Design and Environment

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

I did.

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

I believe flying enemies should **change height in a random or dynamic pattern**.

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

Yeah. Sometimes, the **game froze**.

#### 6. Overall Feedback

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

i. I completed all levels. I **did feel motivated** to keep playing. The reason is I believe I **wanted to see the end**.

- b. What did you like about the game?

The concept is kinda different in the sense that I haven't seen this kind of animation in a long time.

- c. What did you dislike about the game?

The **targeting system is too easy**.

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

**The targeting system.**