

### **1. First impressions of the game**

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

The game appeared to be a simple tower defense without much interaction variety.

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

The game made me engaged.

### **2. Previous Gaming Experience**

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

Nowadays I play video games around once a week. I used to be regular. I usually play single-player games of various genres.

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

Yes

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

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.

### **3. Difficulty Preference**

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

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.

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

I only really felt more engaged at the very end with the last two levels. Other levels were really easy for me.

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

In the end, the game became significantly more difficult. But I liked that.

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

I'm not sure if it was adjusting to match my performance, but I was glad when it became more difficult.

#### **4. Game Mechanics**

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

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.

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

Mostly yes, though I already expressed a point about ammo.

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

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.

#### **5. Game Design and Environment**

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

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.

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

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.

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

Not really

**6. Overall Feedback**

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

I finished all of them. I wanted to see the end of the game, and what new enemies were there.

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

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.

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

Lack of interaction variability, aim locking when firing.

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

Aside from the things I already mentioned, I'd add some twists to the gameplay, as it seems very simple to me.