

1. First impressions of the game

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

- It's all about timing

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

- Didn't feel like a challenge

2. Previous Gaming Experience

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

- Not every day, but regularly. and mostly open-world.

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?

- Yeah. If done right, that is an excellent feature that makes replays fun.

3. Difficulty Preference

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

- Try on Hard first, but usually get back to Medium

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

- It felt easy.

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

- It's just about timing.

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

- No, it's super easy.

4. Game Mechanics

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

- yeah.

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

Yeah.

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

I'd get rid of the projectile line.

5. Game Design and Environment

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

Yeah.

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

- Enemies could benefit from uneven acceleration.

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

- No

6. Overall Feedback

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

- All.

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

- It's simple and fun.

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

- It's easy and short.

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

- Make the speed even faster.