

### 1. First impressions of the game

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

Good.

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

Addictive

### 2. Previous Gaming Experience

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

Rarely. Fifa, tower defense.

- 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?

No

### 3. Difficulty Preference

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

Easy for unfamiliar. But for familiar like Fifa - Hard/Medium

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

Easy, but **not too easy**.

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

**Smooth.**

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

No. New enemies were coming as the game progressed.

### 4. Game Mechanics

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

Easy.

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

No

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

- It's possible to find a cheat position for the arrow and shooting

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

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

good

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

**Expecting more challenges via new enemies.**

- 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 5. I was feeling motivated.

The game was addictiveness because I was curious about new enemies.

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

Feel was good

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

Expected more difficulty.

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

The game would be more interesting if it had more variation in enemies.