

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

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

I was thinking, is there a similar game like this!

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

It was **easy** for me. The art style was good. I really like pixel-based based style. I was relaxed.

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

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

I play Almost every day, I like platforms, puzzle platforms, and side-scrolling games.

#### **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?**

Not familiar with the concept. Sounds like a good idea. Not sure how it will affect my gameplay experience.

### **3. Difficulty Preference**

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

Medium, I want a balanced experience. Don't want to be frustrated

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

The game is too easy for me

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

No

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

At the later stage, it became relatively difficult. But not enough difficulty for my liking.

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

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

Yes straightforward. The projectile really helped for shooting. But you have to time the shoot perfectly, which was fun.

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

Yes, it was intuitive. Not sure if it is familiar. I am sure there are games like this, but I haven't played those.

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

- Make more types of enemies
- Add Different power ups.
- Add Wave of enemies

#### **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, I like the visuals. As I mentioned already, I like pixel art

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

I think, there should be a lot more levels. The level progression was smooth. But it needs to be more difficult.

- 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?**

5 level. I felt motivated to keep playing to challenge myself. Unfortunately, there are only 5.

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

I like enemy design

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

Some enemies felt very similar to each other. Would enjoy it more if it was more difficult

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

Would enjoy it more if it was more difficult.