

### 1. First impressions of the game

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

**Good** visuals and the sounds. **Needed a bit explanation in game on what to do**

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

**Felt good**

### 2. Previous Gaming Experience

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

I play games **quite often**, mostly RPGs.

- 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?

Yes, the games are good because the challenge keeps increasing.

### 3. Difficulty Preference

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

I **play all the settings one by one**. Keep increasing difficulty once I get used to the game.

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

**Yes**

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

The **start of the game was easy** for me.

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

**Yes**, felt good because of getting challenged more.

### 4. Game Mechanics

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

**Yes.**

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

They were. Also **easy to understand because I've played such games before.**

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

Not really. Maybe add some **power-ups** for players.

## 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

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

It was good

- 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?

I completed all levels. I was motivated mainly because i like playing such type of games.

- b. What did you like about the game?

The visuals and the background music blended perfectly in the game which I liked.

- c. What did you dislike about the game?

nothing

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

Add power-ups in the later levels.