

**1. First impressions of the game**

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

**– A bit slower.**

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

**– It was engaging.**

**2. Previous Gaming Experience**

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

**– I hardly play any games.**

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

**– Just once**

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

**– Yes. It is required to make one stick to the game.**

**3. Difficulty Preference**

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

**– Initially medium,then move on to hard.**

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

**– It was quite easy.**

**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?**
  - Yes. It made me to stick to it to see what's coming next.**

#### **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?**
  - Yes it was familiar.**
- c. Is there anything you would change about the game mechanics to make it more enjoyable or engaging?**
  - It should have some extra power in the next levels, by accomplishing certain challenges.**

#### **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?**
  - The progression was fine.**
- 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 the levels.**

**I was looking forward to see upcoming challenges.**

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

**– The levels were smooth enough to get adjusted.**

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

**– Not anything specifically**

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