

Gameplay/Misc.

run  
thinkfeel storyboss long love didn't say  
random experienced difficult bit enemy end progress  
times mechanics skill different damage makes difficulty  
character having gameplay characters enemies  
far dungeon interesting better level hit combat  
die items weapons played player know maybe new  
save enjoy levels right

F1. Size shows sum of 0. The data is filtered on 0, which includes values greater than or equal to 0.36.

Boring/Repetitive



F1. Size shows sum of 1. The view is filtered on sum of 1, which includes values greater than or equal to 0.040.



## Difficulty



F1. Size shows sum of 3. The data is filtered on 3, which includes values greater than or equal to 0.05.

## RNG/Randomness



F1. Size shows sum of 4. The data is filtered on 4, which includes values greater than or equal to 0.05.



