

### Post-Walkthrough Adaptable Questions

#### \*\*\* general gameplay experience \*\*\*

1. How would you describe your overall experience?
2. Were there any points where you felt particularly engaged?

#### \*\*\* difficulty \*\*\*

3. How did you find the difficulty of the level?
4. Were there any specific moments where you felt the difficulty was too much or was too little?
5. Were there any parts where you felt frustrated?
6. Why was [experience in game] frustrating?

#### \*\*\* mechanics \*\*\*

7. How did you feel about the game's mechanics?
8. Were they easy to understand and use?
9. Did you encounter any difficulties with specific actions, like dashing, tunneling, or avoiding enemies?
10. Were there any actions that felt particularly satisfying or awkward?

#### \*\*\* clarity \*\*\*

11. Did you find the instructions and objectives in the game clear?
12. Was it easy to understand what you were supposed to do at each point of the game?
13. How did you find the on-screen text (health bar, time limits, instructions)?
14. Would you change anything about the text placement or design?

#### \*\*\* aesthetics \*\*\*

15. What did you think about the game's visuals and overall aesthetic?
16. You mentioned [aspect of game] was [visual description]. What specifically made it [unappealing or appealing]?
17. Did the visuals match the theme of the game?
18. Did you find the game eerie?
19. If yes, what aspects contributed the most to that feeling of eeriness?

#### \*\*\* emotions \*\*\*

20. Were there any specific moments that stood out emotionally?
21. At any point did your mind wander? [when, (if so) were you bored?]

#### \*\*\* specific moments \*\*\*

22. Earlier you mentioned that you liked/disliked [specific feature]. Can you tell us more about why you felt that way?
23. What influenced your decisions during gameplay?
24. What influenced that decision for you?

#### \*\*\* suggestions \*\*\*

25. If you could change one thing about the game, what would it be?
26. Do you have any other thoughts or suggestions on how to improve the game?