Qualitative Research Questions

Gameplay Experience

1. **Question:** Is the game too easy or too difficult?
   Solution: Add difficulty levels (Easy, Medium, Hard).
2. **Question:** Does the ball move too fast or too slow?
   Solution: Adjust ball speed based on player feedback or add a speed adjustment setting.
3. **Question:** Are the paddle movements smooth?
   Solution: Improve paddle movement mechanics for smoother control.
4. **Question:** Do you think the ball speed increases fairly during the game?
   Solution: Gradually increase ball speed in smaller increments.
5. **Question:** Is the game fun and engaging?
   Solution: Add power-ups, new modes, or interesting challenges to keep players engaged.

Visual Design

6. **Question:** Do you like the game's color scheme?
   Solution: Update the color scheme based on player preferences.
7. **Question:** Is the game visually appealing?
   Solution: Improve graphics and animations for a modern look.
8. **Question:** Do the paddle and ball animations look smooth?
   Solution: Add smooth transitions and animations for better visuals.
9. **Question:** Do you like the game's background?
   Solution: Offer multiple background themes or customizable backgrounds.
10. **Question:** Does the game look modern or outdated?
    Solution: Update UI elements and animations to reflect modern design standards.

Controls and Usability

11. **Question:** Are the controls easy to understand?
    Solution: Provide a simple tutorial at the start of the game.
12. **Question:** Are the paddle controls responsive?
    Solution: Fine-tune paddle responsiveness to match user expectations.
13. **Question:** Is it easy to control the paddle using the keyboard?
    Solution: Allow players to customize control keys for comfort.

14. **Question:** Do you feel the paddle speed is appropriate?
    Solution: Add a setting to adjust paddle speed.
15. **Question:** Are the instructions clear?
    Solution: Display clear instructions on the main menu or during the first game.

Sound and Feedback

16. **Question:** Do you like the game's sound effects?
    Solution: Add or improve sound effects for ball hits, scoring, and game over.
17. **Question:** Is the background music enjoyable?
    Solution: Offer background music options or allow players to mute it.
18. **Question:** Is there enough audio feedback during gameplay?
    Solution: Add more audio cues for key actions, like paddle collisions and scoring.
19. **Question:** Do you find the game's volume levels comfortable?
    Solution: Add volume controls for sound effects and music.
20. **Question:** Do sound effects match the game's actions?
    Solution: Ensure sound effects are synced with game events.

Engagement and Competitiveness

21. **Question:** Does the game feel competitive?
    Solution: Add a leaderboard to display high scores.
22. **Question:** Would you like to play against friends?
    Solution: Add a multiplayer mode (local or online).
23. **Question:** Are you motivated to play again after losing?
    Solution: Introduce achievements, badges, or rewards for repeated play.
24. **Question:** Would you like to see your performance stats?
    Solution: Add a stats page showing win/loss ratios, average scores, etc.
25. **Question:** What would make the game more exciting?
    Solution: Implement player feedback to introduce new challenges, game modes, or special events.