**All Prompts**  
1.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

It was fun at first. However， FPS games sometimes make me sick. So it’s no longer comfortable to play.

2.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Most of the time， I didn’t notice when I got hit. Maybe it needs some effect to make it noticeable. I think giving a warning when your blood is low is also good

3.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

It’s pretty straightforward forward but the accuracy of the weapon is shit， I found I can’t even aim in the far distance. Besides， the sound of the footsteps is a key mechanic in the game， it’s cool. While in the game， the player experience I felt is mainly challenged and lost， the game is pretty hard and the map is kind of lacks instruction.

4.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

One of the main mechanics， which is finding or avoiding the enemy through their footstep is not delivered very well. The whole space lacks motivation for the players to explore， maybe a bit of narrative or signs could help

5.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

The game defines what fps games literally means. I can complain about the sound effects and the inaccuracy of the crosshair which really annoyed me while playing. Sound effects are so bad and does not cooperate with the visual. However i liked the enemies that can detect me easily and they know what to do.

6.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Improving the sound effects and their quality. Crosshair adjustment is a must. Also lack of animation but i consider this is a in progress game.

7.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Desing of the building is a little bit mind tiring， I would prefer to see trajectory of my bullets and adjust my aim accordingly， sounds effects are also somewhat annoying/uncofortable.

8.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Improving sound quality and adding a trajectory line for bullets will greatly improve the experience.

9.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

one

10.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

ot at all

11.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

声音太响了，没办法调灵明度很难受

12.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

如果可以调酒灵敏度会更好

13.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

看不见弹道啊，兄弟。我还以为敌人会全部重生呢，不重生倒是手下留情了

14.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

看不见弹道啊，兄弟可不可以给点血包啊

15.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

I am highly sensitive to loud noises and as instructions stated I played the game with headphones at max volume. It felt really claustrophobic， more so than the shooting itself it’s the steps that at some point became so loud and in every direction. I am not an FPS lover personally so that might as well be taken into consideration. It is overall a pretty straightforward first person shooter. I would not play that personally because it made a bit anxious and after the second game it gets repetitive， but I’ve played worst and more boring games...all in all， at first I thought I had to clear the area to make orange fog appear， but when I realized it was present whether or not I killed all the dummies I tried to rush to end the loud noise as soon as possible. Loud noises help indeed detaching from the world though

16.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

There is a glitch on the screen I forwarded to the experimenter that sent me the game. The hitbox and hp of the dummies are a bit weird， sometimes a single shot kills them and sometimes it seems completely indestructible (maybe it’s because their health doesn’t get restored when I die， so if I shot them in last game they are weak). Sometimes they die of friendly fire too ahahaI’d say maybe make the footsteps a bit less loud and "softer"， and just fixing hitboxes and give some sort of variety (mb different mannequins with different abilities). I realize that not enjoying loud noises is a personal thing and usually fps lovers enjoy that.

17.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

1、游戏机制简单，可以快速理解和上手；2、游戏音效不够拟真，对游戏观感影响较大；3、开火反馈较差；4、游戏内无设置视角灵敏度等功能；

18.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

1、建议更换音效，目前的音效太出戏了；2、可以参考《ready or not》，增加更多的战术设备，增加游戏趣味性。

19.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

射程太短了，人机自瞄有点强

20.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

射程太短了，人机自瞄有点强

21.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

太吵了 到处都是机器人的脚步

22.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

建议改一下机器人移动声音

23.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

It was good but the sound was not enough and mouse velocity was so high

24.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Sound was not enough and mouse velocity was so high

25.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

在这个过程中其实比较容易发现，机器人多的地方往往是通向通关橙雾的必经之路，其次当出生在一楼时，通关处在二楼，反之亦然。

26.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

有一个就是不知道是不是我本身电脑问题，进入下一关之后我的页面镜头视角，通过移动鼠标是不太灵敏的转移的（有点像那种卡的样子），但是通过点击鼠标左键射击几下后再移动就很灵敏了。希望可以去看看是不是用户都有这个问题。

27.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

It is earier to find customs clearance fog in crowded places.

28.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

If only the characters in the game were better looking and more personalized.

29.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

That game is so funny/

30.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Frighting

31.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

一个问题，感觉在攻击敌人方面不灵敏，经常是互打的时候，敌人都不能掉血，明明这个距离是完全可以掉血的，却好像默认距离过远一样，但是就是没有掉，就这样失败了好几次。。

32.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

目前没有

33.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

玩的过程中十分有趣，在找通关迷雾的时候，走出来的机器人很让心头一惊

34.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

我感觉墙壁可以再弄点有标志性的设计，在玩的过程中，有点玩得晕头转向，不知道自己身在何处，经常不知道自己走到哪去了，在同一个地方兜来兜去。

35.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

游戏在过了操作教程后就直接进入主题，教程中也未告知击中地方何种部位会不会有不同的伤害之类的提示。敌方的枪法准度一直是个谜，有时候贴脸掉的也不快，有时候站的很远2秒不到打三分之二的血量。终点的设计较为不合理，有时候运气好甚至一个人都不用打死就可以溜到刷的离自己出生点很近的终点，这让击杀敌人没了意义。敌方的位置比较随机，虽然有让音效凸显出隐藏的敌人，但是音效比较。。。糟糕。一些场景模型存在空气墙，敌我双方都打不到但是看得到人以及无法穿过(比如二楼侧倒的一张桌子和一些窗口)。

36.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

加入更多动作，像是蹲下潜行。加入换弹动作以及换弹时间。加入瞄准动作以及瞄准效果，而不是单纯的画面放大。可以适当减少备弹量，改成可以在击杀敌方后夺取敌方尸体的武器获得弹药。 "

37.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

he model is too big to through sometimes.So far that i can’t attrack them. It have a little problem but i think it is very good overally"

38.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

he game color scheme is too dark，the environment is a little too one-dimensional"

39.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Usually use ‘A’ and ‘D’ when we meet ampties.

40.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphsAlter map with ampties for player.

41.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

无需将敌人全部消灭，直接寻找终点即可

42.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

地图样式较为简单，希望可以增加切换第一视角

43.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

That’s excitinng!

44.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

In my opinion，should decrease sensitivity.

45.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

happy，devoted，irritative

46.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

do well

47.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

High difficulty of the game.

48.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Image quality can be improved.

49.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

没看见假人就被打死了，有时候还打不着假人，感觉被假人花式打死...

50.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

玩到一半关掉再玩会在通关卡住无法进入下一关，得重新安装才能运行得下去，就又得从教学玩起

51.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

LOL Diamond

52.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

yea

53.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

一开始觉得太难了，后来慢慢觉得有规律简单了

54.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

可以更加美化界面，还是很好玩的

55.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

太难了对我来说，我死了好多次

56.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

可以继续优化界面，更加好看

57.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

一般般

58.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

建议容易一点

59.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

一般般

60.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

瞄准点对不准 音效跟不上 还剩两滴血就死了 换子弹没有特效 按shift无法蹲下 R9处理器玩着也小小卡顿 画面不好看 有延迟 可以不打npc就通关 直接找烟雾

61.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

In the game， I couldn’t accurately shoot enemies from a distance， so I got through the level by getting close and killing them at close range

62.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Improve the shooting feel， change the sound of walking to real

63.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

有点卡，换弹的动作很直接，躲子弹根本上不可能，可能对一些人比较难，如果有一些游戏指引就更好了.

64.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

动作上可以进行优化，加上一些游戏的指引，多一些的道具选择，不可以回血游戏难度增大

65.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

说的好听点：进步空间很大，说的难听点：粗制滥造。2g的游戏给出的是这种品质，很失望

66.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

尽快完善

67.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

这个游戏不像一个成品，操作非常简单，缺乏打击感，不知道敌人攻击方向，脚步声单一。AI反应过于快速。AI没有巡逻方向。如果这是游戏，那不合格。如果是关于某种实验，那也合理。

68.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

脚步声应该随机变调。操作方式多样化。AI更加贴近人类反应，然后适当让他们变蠢，玩家才有体验。

69.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

一般，我的电脑配置一般，玩起来体验不是很好。帧率很低，肉眼的卡顿。其余的机制和其它射击通关游戏没有感觉出太大的区别。

70.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

游戏画质可以再优化一下

71.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

进入游戏的第一关，大红木都跳不过去无法进行下一关

72.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

红木是否可以去掉，感觉没啥用处，没有下蹲姿势

73.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

这个游戏玩起来来说还是比较容易的，操作也比较简单，地图也比较单调，玩法也比较少

74.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

可以增加一些新的玩法和新的地图，游戏有一些bug，比如角色死亡后可以进行短时间的射击，如果敌人与玩家距离太近，那么当地人死亡后会直接消失，而没有倒下动画

75.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

不错

76.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

无

77.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

很容易迷路，方向感很差

78.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

添加色彩，射击距离优化

79.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

有点太单调

80.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

可以尝试换弹的动作加上

81.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

游戏第一次玩有神秘感，但是任务太简单

82.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

游戏可以多怎加一些任务。以及多一点刺激，惊喜

83.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

反馈感一般，UI界面简单，引导较差

84.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

推出难度选择适合一些

85.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

一般般，没有很大的惊喜

86.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

增加下蹲，静步，开镜等功能

87.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

我觉得这次的游戏体验很一般，毕竟如今的射击游戏相同类型的有很多，I think this game experience is very average， after all， there are many shooters of the same genre today

88.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

游戏缺少打击感，没有自动换弹，没有地图显示，还需要优化。The game lacks a sense of blow， no automatic reloading， no map display， and needs to be optimized.

89.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

My experience with the game was not great. The randomness of the enemy generation is too great. I don’t know where the enemies will be produced. Sometimes there are more and sometimes less. You can only pass the level by luck. The reaction speed of the enemy is too fast， and every time the player encounters the enemy facing the player， it is too late to dodge. If this happens every time， if you are not lucky， you will not be able to pass the level.我对游戏的体验并不好。 敌代的随机性太大了。 我不知道敌人会在哪里产生。 有时多，有时少。 你只能靠运气通过关卡。 敌人的反应速度太快了，玩家每次遇到面对自己的敌人，都来不及躲闪。 如果每次都出现这种情况，运气不好的话是过不了关的。

90.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

There is still a lot of room for optimization in this game:1. The randomness of enemy production is too large， it will become a game of luck.2. The enemy reacts too quickly. Every time the player encounters an enemy facing the player， he will be hit before he has time to avoid it. He can only pass the game by luck.3. The enemy will not be refreshed every time the player dies.4. There is no reloading action when the firearm is reloaded， and the reloading is completed in an instant， and there is no reloading time.5. There is no feedback when the bullet hits the enemy， and there is no feedback when the bullet hits the enemy.6. When the player dies， it can still be operated during the time of the death prompt; the enemy’s attack does not stop when the player dies， or the enemy’s attack may stop， but the sound effect is still there.7. When the enemy is attacking， there is no action performance， making it difficult for the player to judge whether the enemy is attacking.这个游戏还有很多可以优化的地方：1、敌人生产的随机性太大，会变成一个运气游戏。2、敌人反应太快，每次玩家遇到面向玩家的敌人没来得及躲避就已经被打到，只能凭运气通关游戏。3、每次玩家死亡后，敌人不会刷新。4、枪械装弹时没有填弹动作，填弹在一瞬间完成，没有填弹时间。5、子弹打到敌人没有受击反馈，敌人的子弹打到自己也没有受击反馈。6、玩家死亡时，在死亡提示的时间里仍然可以操作；敌人的攻击在玩家死亡时没有停止，也可能是敌人攻击停止了，但是音效还在。7、敌人在攻击时，没有动作表现，让玩家难以判断敌人是否在攻击。

91.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

The robot reacted so fast that it didn’t even see it and started shooting me，The shooting accuracy is not enough， it is too floating， and the angle of view of the right mouse button is also unfriendlymy teacher is yi Xia

92.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

1，The sense of blow does not work 2，Can’t see the bullet change， so you can shoot all the time， if I keep pressing the R key，3，Add some tactical moves such as squatting and left and right probes

93.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

声效有延迟，准心不准，抠掉吧；突击步枪的设置吧，冲锋枪的水准；换弹没动作，太快了，不够真实；看上去是射击游戏，其实更像是找出口；AI不会追击目标，不会走位；但是总体还算流畅，声效也还行，但是可能对运行内存的要求比较大；画面感还行，就是看起来有点像我的世界的感觉；结束点设置得太固定了，容易找到，地图也是固定的，没有变化；AI还会打到自己人，是真的笑死，但也真实；有时候还剩两滴血就噶了，这不怎么好吧。

94.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

首先，要把地图弄大点，然后再加个小地图也行，显示玩家位置；结束点最好是随机设置在不同地方刷新，不一定一定要在房子外面，房子里面的某个房间也行，最好是在去结束点的必经之路上加上多点的AI防御；AI设置走位，别打到自己人；武器最好设置种类；要么把准心做好点，要么把准心抠掉，瞄准了子弹也打不准没意思的哈；换弹最好是有动作，真实点；地图建模好看真实点，不要看起来像‘我的世界’一样；AI都有蹲下动作了，玩家也整一个。

95.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

可能地图限制，打多了会累，而且地图原因，有些地方敌人会多。

96.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

血量出现负数，还有音效与画面对不上，容易卡。

97.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

游戏操作并不难，很多细节部分就很折磨，比如敌人血量不显示，命中的光标显示也很小，游戏音效很大，我带耳机只能开8%已经很响。找到的时候进橙色烟雾就会卡一下，点击画面才恢复正常（也可能是自己加载好就不卡了），通关之后点击下一关还可以继续，又玩了两关才退出。中途卡死过一次，重新进游戏之后存档还在。

98.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

感觉双方血量可以优化，游戏音效可以小一点，而且敌人的行动音效没有，很容易没注意位置被打死，受伤血量减小也可以增加音效；卡机的问题感觉也需要优化，进入下一关就会卡一下；瞄准感觉可以高亮一下能瞄准到敌人，命中的提示可以更明显。

99.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

流程很短，很多关卡重复，并且敌人的反应太过灵敏。

100.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

第一，敌人的脚步几乎听不见，全程只听得到自己的脚步，可以将敌人移动时的音效强化一下。第二，敌人的反应太过灵敏，可以延长敌人的攻击判定时间，使游戏更合理。第三，烟雾出现的位置并不随机，只出现在几个固定的地点。人物在一楼重生，则烟雾在二楼，人物在二楼重生则与此相反。太容易找到规律的游戏，关卡太过相似，让人玩起来很疲惫。

101.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

机器人看到人会躲避，反应迅速，还不错。在游戏体验中，总是被界面卡住，并且无法关闭页面，只能重新打开页面，并且画面根本不会动，而且声音和动作有很大的延迟，画面有点简陋，看太久容易头晕。

102.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

画面需要再美化一下，并且bug有点多，希望可以改进。

103.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

晃的我头晕，而且墙壁用格子很乱，声音有延迟，容易迷路

104.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

墙壁可以换成纯色的，可以加多一个小地图，方便看自己的位置。

105.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

攻击有点单调，ai人数有点多，游戏的交互性少，物理体验欠缺

106.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

优化流畅度，多加入一些动作和武器，美工需要改进

107.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

因为没有地图不知道在哪里通关，死了好多次，浪费我时间

108.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

关卡没有地图，没有通关位置，没下蹲键，机器人走路没有脚步声，没有各种武器

109.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

玩起来一般，有一点点像CF之类的游戏，会掉帧，很容易会死机，画面更不上声音，跳跃射击时候开火键莫名其妙失灵，有时莫名其妙的掉血

110.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

优化一下整个游戏，优化一下画质，操作也要升级，不应该只有前后左右运动，射击换弹瞄准，还要有下蹲等等操作，击杀敌人时候还有一些特效

111.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

死机非常严重，游戏退出不了的感觉，只有一直下一关，有卡墙bug，掉血太严重了吧！敌我战力·差距明显，人物行走动作有时会卡枪（打不出子弹），有时卡顿不流畅，为啥没有下蹲动作（敌人有），音频有时跟不上。

112.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

关键是死机的太多了，增加下蹲动作，子弹数量可以多一点，卡墙无伤bug这边建议测试一下（因为很少出现，几率应该不大）

113.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

因为本身对射击类有点兴趣，所以玩起来还算自然愉快，虽然之前没有玩过电脑游戏，对按键操作比较陌生，需要慢慢适应。总的来说，玩起来还算可以，但场景有些许单调，同时还存在着较大的改进空间。 "

114.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

以下是我体验该游戏后给出的参考建议：1. 显示敌人数量和淘汰数量，且显示第一层和第二层的敌人剩余人数，不然打了敌人后不知道该层还有没有敌人，就只能一直找，直到确认没有，很耗费玩家时间，体验上就会大打折扣。2. 可以在敌人靠近时能够听到敌人的脚步声，同时加入地图后，听到敌人脚步声时在地图上未展开时显示明显的脚印。3. 可以打完敌人后提示烟雾出现或直接出现弹窗显示通关进入下一关，防止玩家耗费过多的时间。4. 可以设置专门的倍镜，因为右键放大，同时也要射击的话，操作起来难以对焦，比较难受。5. 可能实验时间关系，画面有些简陋，例如墙壁和地板色系单调幽暗、敌人衣服完全一样，看起来有点乏味。6. 可以在屏幕最上方增加一行的360度方位指示7. 生命值出现了-5的bug。8. 应该配备两把枪（方便打完一把枪后，快速切换）和自动换弹。9. 射击敌人时，可以增加在敌人身上显示血色或其他颜色的效果，视觉效果看起来更符合射击类游戏的认知。10. 增加第三人称视角，有利于扩大两侧视野角度。"

115.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

地图一开始不熟悉，容易迷路，有一关通完关，下一关的按钮失灵，只能重新启动。

116.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

游戏页面单调，可以尝试更多的操作，比如下蹲，换枪等。换子弹也要加上相应的动作这样游戏的体验感会更好。

117.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

1.不知道怎么上手。新手教程没有不知道怎么通关，比如说第一关我不知道黄色烟雾可以进入下一关，以为要把人都打完了就可以自动进入下一关，所以找了很久都没有找到一个人。2.游戏体验感觉有点晕头转向。因为我平时不怎么玩枪击类游戏，但是给我的第一感觉真的很晕，因为没有地图，墙壁的花纹也有点花，一不小心把鼠标晃偏了就更晕了。还有就是我能感觉出游戏的时延是比较低的，方便画面转移，但是也是导致晕头转向的因素之一。我在玩到第二关的时候实在是晕的不行，玩不下去了，让我舍友替我玩，结果她也晕了，后面又换我来。但是我第二次上手熟悉之后就感觉没有那么晕了，但是新上手不适应真的晕。3.我有注意到游戏显示死亡之后，画面还没跳转，还能射击。

118.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

1.把壁纸花纹换一个，不要挑一个容易晕的花纹。2.可以适当引导玩家下一步该干嘛（比如可以在第一关射击到一定程度后让玩家去寻找黄色烟雾进入下一关）。

119.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

体验还行，子弹偶尔会穿模，躲在障碍物后面还是会被打扣血。

120.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

可以在游戏里面加入下蹲动作，还有可以给个药包。脚步和枪声的音效方面还需要改善，脚步踏在地板和草地上的音效应设计成不同。打击画面还有可以提高。换弹可以设计一些动画，在体验过程中，那个子弹用完后是不会自动换弹的，这个你们可以设计一下，当子弹用完后可以自动换弹。加油。

121.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphsfps

游戏操作应该更加多一点，其次fps游戏里面音效是很重要的，玩游戏下来我感觉耳朵要炸了，脚步声都一样，没有区分度，而且太刺耳了有点，自己的和对面的都一样的声音，根本听不出来。还有击中的反馈可以更加明显点，其次就是人机的射击逻辑单一，感觉向回合制一样，你打我一下，我打你一下，人机还是必中的，我感觉我才是人机。

122.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

音效的改变，击中反馈，人机的射击逻辑，还有画面吧，人物动作也有点怪怪的，但说不上来哪儿怪

123.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

在一楼就往上走，在二楼就往下走，靠右走，遇到敌人就横扫，五分钟速通。

124.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

太简单啦，每关的敌人都不会刷新，可以拿命堆；敌人死了似乎还能当子弹。

125.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

玩的很晕，不能调灵敏度，，游戏体验一般

126.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

希望可以调灵敏度，人物单一，枪必须要按右键瞄准才好打到人，不按右键打远距离的敌人很难打到

127.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

这款FPS游戏可以充分激发玩家的竞争精神和反应能力，在游戏中获得很强的快感和成就感。同时，这款游戏能够营造出紧张刺激的氛围，吸引着不断地探索和挑战。

128.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

继续加油，可以更好！

129.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

玩法上过于简单，只有一个目标，fps游戏的要素大概就是音效，打击感和枪械弹道击中敌人的反馈缺乏音效，打击感是通过准星变化来反馈没有什么问题，在射击时如果进行腰射基本上没有后坐力，瞄准时又产生了后坐力，枪械弹道过小，而且规律太随机，进行扫射时非常不稳定。

130.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

如果是写实fps游戏，应该多贴合现实的物理引擎，类似csgo，战地，r6等游戏如果是比较有特色的fps游戏，应该突出枪械或者玩法上的特别之处，例如传送门

131.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

有时候会卡死，没有打中人的特效、换子弹特效、子弹轨迹、小地图。可玩性尚可，移动不够灵活

132.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

加强人物灵活性，增加打中人的特效，还有灵敏度调整这些功能。

133.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

无

134.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

可以增加一个小地图功能，显示一下敌人血量，显示受到攻击方向提示，多增加点武器

135.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

When I first encountered an enemy， I found it difficult because I couldn’t regenerate， but when I realized that the enemy wouldn’t refresh after rebirth， the game was no longer difficult. Secondly， there were no unique features in the music， and the sense of impact was not very strong. The model needed to be optimized， and there were no bugs or fewer bugs， which were both advantages and disadvantages. The absence of bugs was an advantage in itself， but it indirectly reflected the low complexity of the game， Secondly， there is no innovation in the mechanism， which needs to be improved.

136.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

It is recommended to enhance the interactivity of characters or scenes， such as allowing characters to perform more actions or skills， what events can be triggered by some objects in the scene， etc. Secondly， the model can be replaced with more refined ones， and the dynamic effects in the scene can be improved， such as making leaves shake and adding light chasing to improve realism.

137.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

部分关卡音量有些大，系统音量调为了56，脚步声有些突兀，感到不是特别舒服。打击感有些欠缺。

138.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

增加一定的变化，增强射击的打击感。

139.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

每把枪的射程和伤害有区别每个机器人的行动路径、反应时间有不同在攻击后机器人之间的有些有联动反应，比如射击后附近的队友会协同射击每把枪在射击后打中的部位伤害有区别机器人的视距、范围有不同

140.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

比上一作强多了。可以参考合金装备的反馈设定，2333

141.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

The game was fun， I did not like that the sound effects were better in the first try and from there kept being less noticeable.

142.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Use as much sound effect as your can.

143.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

more of the same， nothing new on the game.

144.Please classify the following @paragraphs into three categories based on their content related to audio cues in the game. If the paragraph doesn’t clearly and directly express a positive or negative sentiment towards the game’s audio cues， please choose A. If the paragraph clearly and directly express a negative sentiment towards the game’s audio cues， please choose B. If the paragraph clearly and directly express a positive sentiment towards the game’s audio cues， please choose C. If the text doesn’t mention audio cues， it means there are no complaints or compliments about audio cues. Please avoid overinterpreting.

A: Not mentioned

B: The paragraph directly mentions audio cues in the game and complains about it

C: The paragraph directly mentions audio cues in the game and praises it

Please directly tell me the classification; there is no need to explain the reasons within.

@paragraphs

Its hard to know the goal