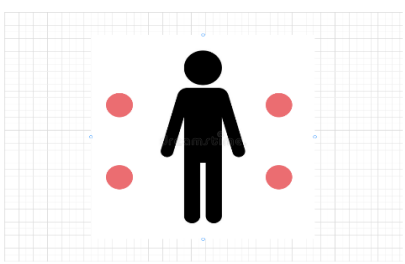
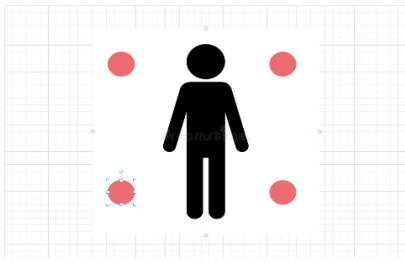
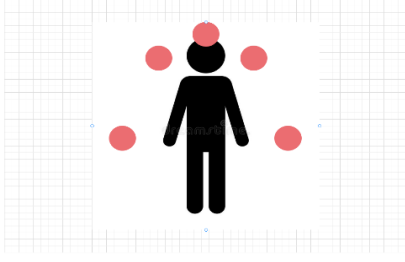
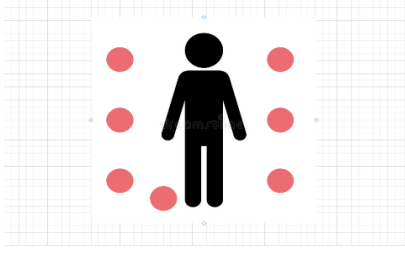
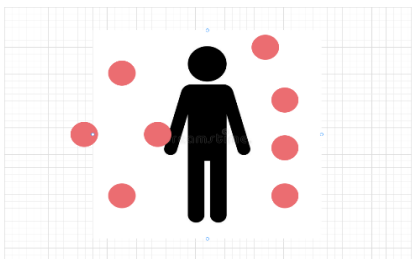
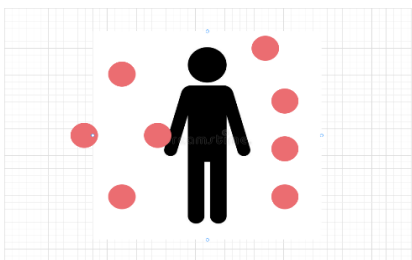
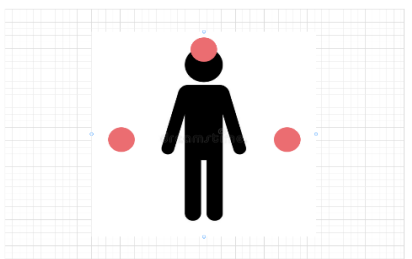
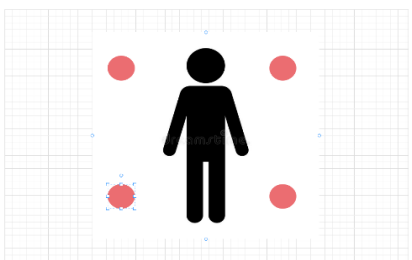
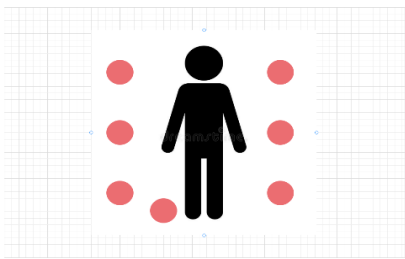
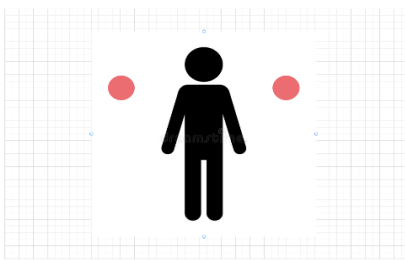
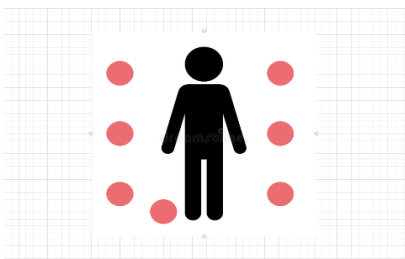
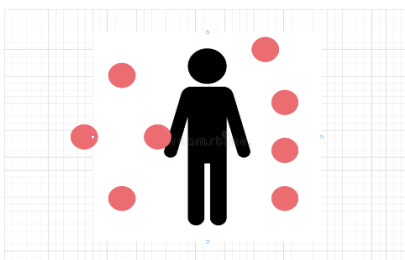
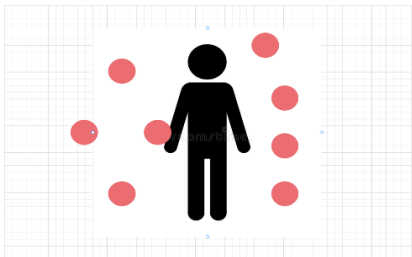
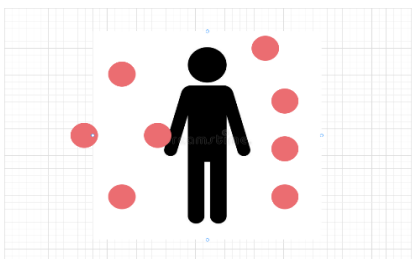
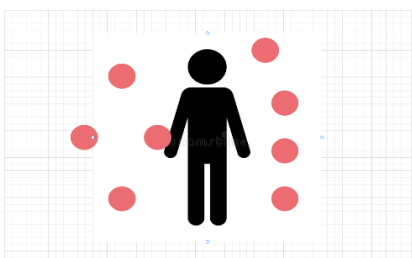
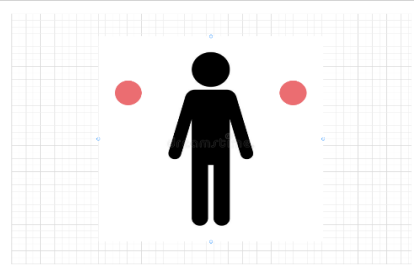
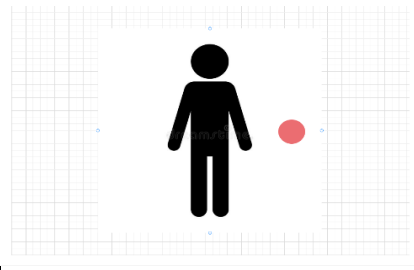
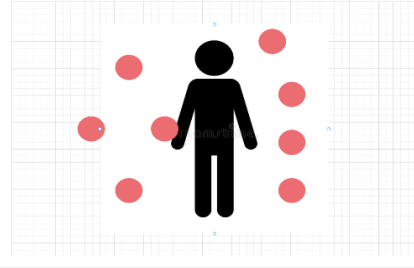


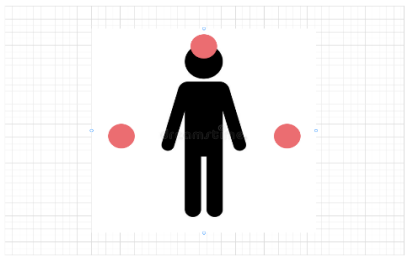
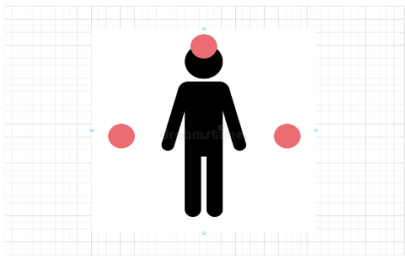
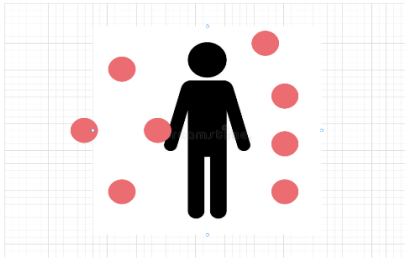
Game	Comments	Scoring	Reasons	Triggers (Picture)	Motion Types
AO Tennis	Great game, easy to control, flexible control timing, auto run and view port fixed	10	Keys required: 4 Viewport: Fix Frequency of control: very low Visibility: relatively good Control precision required: very low Game's quality: relatively good		Triggers
2048	Great way to move body, very simple rules and controls	9	Keys required: 4 Viewport: Fix Frequency of control: very low Visibility: very good Control precision required: very low Game's quality: good		BOTH
Steep	Perfect game to play using MI, easy to control and very exciting to play, little control required	10	Keys required: 5 - 7 Viewport: Fix Frequency of control: mediocre Visibility: very good Control precision required: low Game's quality: very good		Triggers
Killer Instinct	Greatest game to suit MI boxercise! The game is fast pace and very cardio, but its control is not really hard and playing it was very fun.	10	Keys required: 8 - 12 Viewport: Fix Frequency of control: very high Visibility: very good Control precision required: mediocre Game's quality: very good		Triggers

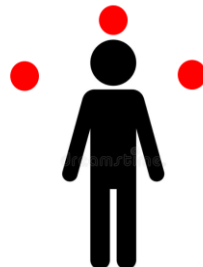
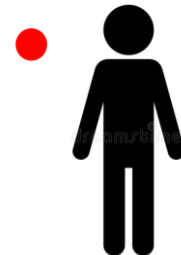
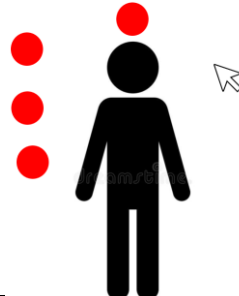
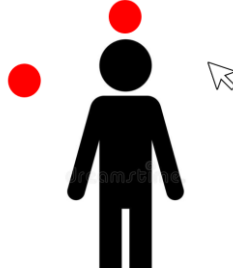
Valiant Heart	A puzzle game should not be suitable to MI normally, but valiant heart is an exception. Players can take time to explore the world or control and there is seldom any cardio part, sometimes you do have to control precisely to continue the adventure though.	8	Keys required: 6 - 10 Viewport: Fix Frequency of control: mediocre Visibility: relatively good Control precision required: low Game's quality: very good		Triggers
Hades	Fast pace and cardio, would be really good if there is not so many different options of attacking. Having to move in four directions and facing multiple enemies also increase the burden.	7	Keys required: 7 - 10 Viewport: Fix Frequency of control: very high Visibility: good Control precision required: relatively high Game's quality: relatively good		Triggers
Pinball FX3	Simple game as expected, but the requirement of catching timing is especailly high, and focusing on game too much might affect your pose to reach a trigger.	7	Keys required: 3 Viewport: Fix Frequency of control: mediocre Visibility: good Control precision required: very high Game's quality: good		Triggers
PACMAN	Very simple game, except for catching timing there is nothing to complain about.	7	Keys required: 5 Viewport: Fix Frequency of control: high Visibility: very good Control precision required: relatively high Game's quality: mediocre		BOTH

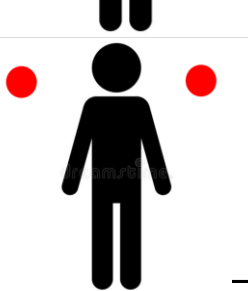
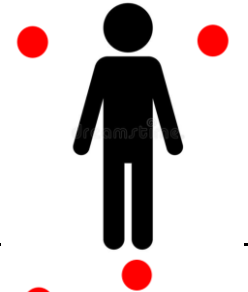
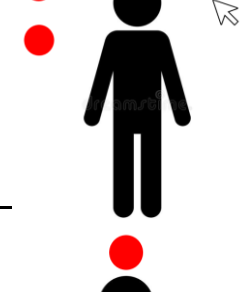
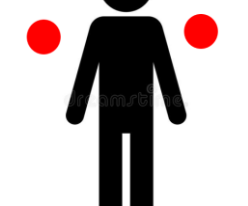
Frost Punk	Simulation game that builds a city, triggers works perfectly as hot keys, but sometimes player still needs to use mouse to navigate and click on options, and that requires some control precision.	7	Keys required: 7 - 10 Viewport: Fix Frequency of control: low Visibility: mediocre Control precision required: low Game's quality: relatively good		Triggers
Base Ball	simple game that only requires catching timing, easy to play but not really fun.	6	Keys required: 3 Viewport: Fix Frequency of control: very low Visibility: very good Control precision required: very high Game's quality: bad		Triggers
Disco Elysium	Puzzle game that works well with triggers, but the moving is so slow so hands have to hold for a long time. Additionally, some small item are easy to be missed if standing far from the screen.	5	Keys required: 4 - 7 Viewport: Fix Frequency of control: mediocre Visibility: relatively bad (using highlight key would be good) Control precision required: mediocre Game's quality: relatively good		Triggers
Halo: Infinite	As it is not competitive (campaign), it is playable even though there are a lot of controls and a high requirement on aiming, but it would take time and a lot of efforts to complete a level.	6	Keys required: 7 - 12 Viewport: Need to move Frequency of control: very high Visibility: good Control precision required: very high Game's quality: very good		Triggers + Walking

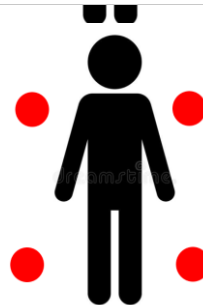
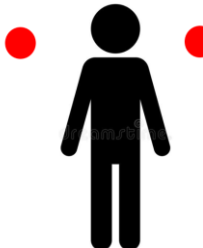
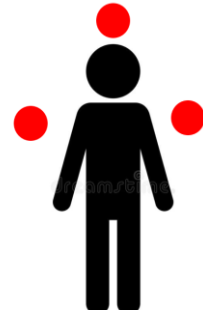
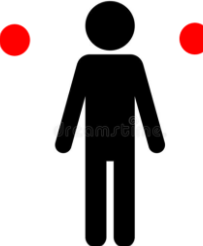
CS:GO	Too many controls and ultra high requirements on aim precision, unplayable against mouse players	3	<p>Keys required: 9 - 14</p> <p>Viewport: Need to move</p> <p>Frequency of control: very high</p> <p>Visibility: mediocre</p> <p>Control precision required: very high</p> <p>Game's quality: very good</p>		Triggers + Walking
Apex Legend	Too many controls and ultra high requirements on aim precision, unplayable against mouse players	3	<p>Keys required: 10 - 14</p> <p>Viewport: Need to move</p> <p>Frequency of control: very high</p> <p>Visibility: bad</p> <p>Control precision required: very high</p> <p>Game's quality: very good</p>		Triggers + Walking
Minecraft	so hard to move around different landscape, very hard to precisely work on blocks	3	<p>Keys required: 7 - 10</p> <p>Viewport: Need to move</p> <p>Frequency of control: high</p> <p>Visibility:</p> <p>Control precision required: relatively high</p> <p>Game's quality: very good</p>		Triggers + Walking
Gorogoa	Game not allowing MotionInput control	0	<p>Keys required: 1</p> <p>Viewport: Fix</p> <p>Frequency of control: very low</p> <p>Visibility: good</p> <p>Control precision required: very low</p> <p>Game's quality: relatively good</p>	NA	Triggers

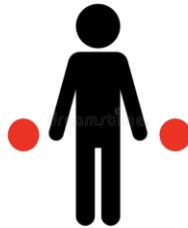
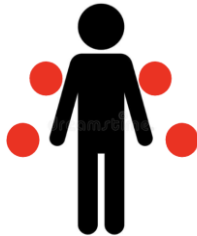
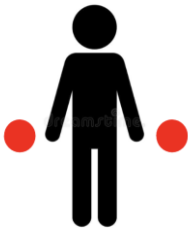
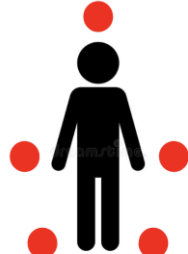
Mortal Kombat	Game not allowing MotionInput control	0	Keys required: 8 - 12 Viewport: Fix Frequency of control: NA (should be same as Killer instinct) Visibility: NA Control precision required: NA Game's quality: NA	NA	Triggers
Audio Surf	Great game! But I have to hold my hands up for a whole song so might be tiring.	8	Keys required: 2 Viewport: Fix Frequency of control: relatively high Visibility: Control precision required: high Game's quality: good		Triggers
Rhythm Doctor	Good game with MI, but catching timing gets affected by input delay sometimes.	7	Keys required: 1 Viewport: Fix Frequency of control: relatively high Visibility: relatively good Control precision required: very high Game's quality: mediocre		Triggers
PGA tour	Game require mouse button hold as swinging the Bat, which is the most important game aspect. However, MI does not support mouse button hold and game does not support remapping keys	4	Keys required: 7-10 Viewport: Fix Frequency of control: low Visibility: very good Control precision required: high Game's quality: very good		Triggers

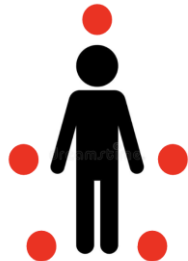
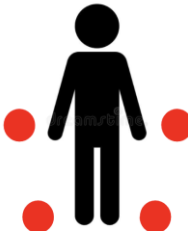
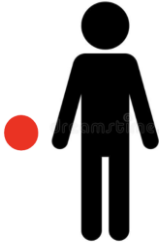
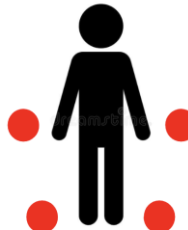
Raptor Call of the shadow	Control is fine but requires a very high frequency of control	4	Keys required: 5 Viewport: Fix Frequency of control: very high Visibility: mediocre Control precision required: very high Game's quality: relatively bad		Triggers
Cool borders	Control is not very instant and visibility is really bad.	5	Keys required: 4 Viewport: Fix Frequency of control: high Visibility: bad Control precision required: high Game's quality: relatively bad		Triggers
Katana zero	control is somewhat hard and catching timing is very hard as game is too fast.	3	Keys required: 6 - 10 Viewport: Fix Frequency of control: very high Visibility: mediocre Control precision required: very high Game's quality: good		Triggers

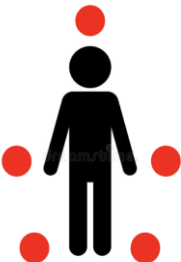
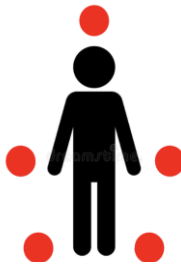
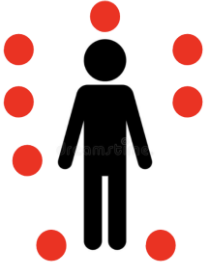
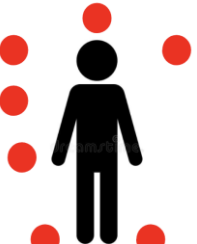
Game	Comments	Scoring	Reasons	Triggers (Picture)	Triggers (Body Parts)	Motion Types
Horizon Chase Turbo	An arcade racing game with very basic controls that are very easy to use with MotionInput. Extremely fun to play with MI while getting a good amount of exercise if the walking motion type is used.	10	Keys Required: 4 Viewpoint: Fixed Frequency of Control: Low Visibility: Very Good Control Precision Required: Relatively Low Game's Quality: Very Good		Head Up, Right Arm Out, Left Arm Out	Triggers + Walking
Sonic Mania	A classic game with controls that were fairly easy to map to MotionInput but were a bit difficult to use due to the slight delay and difficulty to be able to repeatedly press buttons using the triggers/motion types.	6	Keys Required: 2 Viewpoint: Fixed Frequency of Control: Relatively High Visibility: Good Control Precision Required: Relatively High Game's Quality: Good		Left Arm Out	Triggers + Walking
League of Legends	A MOBA (multiplayer online battle arena) game with very a large number of controls that cannot all be mapped to MotionInput easily. The basic controls such as abilities and character movement could be mapped. Would be very difficult to play against other people although it should be noted that there is possibly some scope for the game to work with MotionInput with enough practice (although with limited controls).	3	Keys Required: 5 Viewpoint: Fixed/Need to Move Frequency of Control: High Visibility: Relatively Good Control Precision Required: High Game's Quality: Bad		Head Up, Left Arm Out x3	Triggers + Walking + Hand Cursor
Hue	A puzzle game with basic controls that is fairly well suited to play with MotionInput. Only difficulty was using the hand cursor while in windowed mode.	7	Keys Required: 4 Viewpoint: Fixed Frequency of Control: Relatively Low Visibility: Relatively Good Control Precision Required: Mediocre Game's Quality: Good		Head Up, Left Arm Out	Triggers + Walking + Hand Cursor

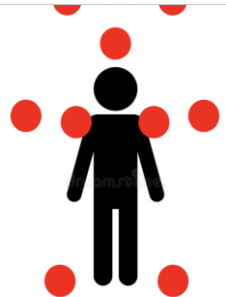
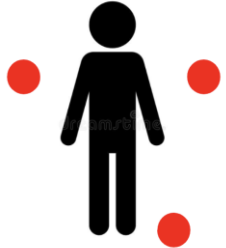
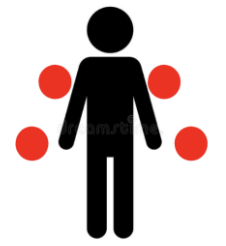
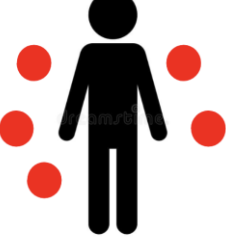
20XX	A platformer with controls that are relatively easy to map with MotionInput, but gameplay is very difficult due to the slight delay and difficulty in being able to repeatedly press buttons using triggers/motion types.	4	Keys Required: 3 Viewpoint: Fixed Frequency of Control: High Visibility: Very Good Control Precision Required: High Game's Quality: Bad		Right Arm Out, Left Arm Out	Triggers + Walking
Rocket League	A game with controls that are very hard to map and use with MotionInput. The basic controls were able to be mapped with ease such as moving forward, jumping and boosting. Not being able to control the viewport makes the game essentially unplayable especially against other players.	2	Keys Required: 3 Viewpoint: Need to Move Frequency of Control: Very High Visibility: Very Good Control Precision Required: Very High Game's Quality: Very Bad		Right Arm Out, Left Arm Out	Triggers + Walking
Fall Guys	A game with controls that are fairly easy to map with MotionInput but controlling the viewport is very difficult making the game almost impossible to play.	2	Keys Required: 5 Viewpoint: Need to Move Frequency of Control: Relatively High Visibility: Very Good Control Precision Required: Very High Game's Quality: Bad		Head Up, Left Arm Out x2	Triggers + Walking + Hand Cursor
Asteroids	A classic game with basic controls that were very easy to use with MotionInput. Although some level of control is required to control the spaceship (the character) it is overall a very enjoyable experience.	9	Keys Required: 5 Viewpoint: Fixed Frequency of Control: Relatively Low Visibility: Very Good Control Precision Required: Mediocre Game's Quality: Very Good		Head Up, Right Arm Out, Left Arm Out	Triggers + Walking

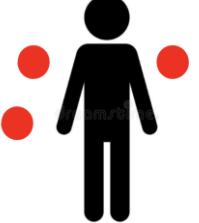
PaperBoy	A game with fairly basic controls that are easy to use with MotionInput. Can be slightly difficult to control at times but overall is not that bad.	7	Keys Required: 4 Viewpoint: Fixed Frequency of Control: Relatively Low Visibility: Relatively Good Control Precision Required: Mediocre Game's Quality: Good		Right Arm Out, Left Arm Out, Right Leg Out, Left Leg Out	Triggers
Wave Race 64	A racing game with controls that are easy to map to MotionInput but controlling the character's direction is quite difficult due to the slight delay when using MI. This makes it difficult to respond to the game when you need to turn left and right. Moving your whole arm is much slower than just a key press.	7	Keys Required: 3 Viewpoint: Fixed Frequency of Control: Relatively High Visibility: Very Good Control Precision Required: Relatively High Game's Quality: Relatively Good		Right Arm Out, Left Arm Out	Triggers + Walking
Wipeout 2097	A racing game with controls that are easy to map to MotionInput but controlling the character's direction is quite difficult due to the slight delay when using MI. This makes it difficult to respond to the game when you need to turn left and right. Moving your whole arm is much slower than just a key press.	6	Keys Required: 4 Viewpoint: Fixed Frequency of Control: Relatively High Visibility: Relatively Good Control Precision Required: Relatively High Game's Quality: Relatively Good		Head Up, Right Arm Out, Left Arm Out	Triggers + Walking
Crossy Road	A frogger style game with basic controls that are easy to map to MotionInput, but responding to the game quick enough is difficult due to the slight delay when using MI. Moving your whole arm is much slower than just a key press.	7	Keys Required: 3 Viewpoint: Fixed Frequency of Control: Relatively High Visibility: Relatively Good Control Precision Required: Relatively High Game's Quality: Relatively Good		Right Arm Out, Left Arm Out	Triggers + Walking

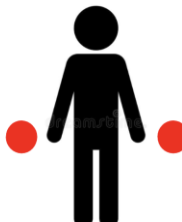
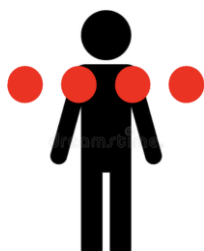
Game	Comments	Scoring	Reasons	Triggers (Picture)	Motion Types
Forza Horizon 4	This is a racing game, it requires player to press or hold the key depending on the current situation. But in MI, you need to decide whether the trigger is a key press or key down in the setting page before playing the game. So MI is not very suitable for this game. However, you can still play it.	3	Keys required: 2 Viewpoint: Need to Move Frequency of control: high Visibility: good Control precision required: relatively high Game's quality: very good		Triggers + Walking
The Witcher 3: Wild Hunt	Game not allowing MotionInput control Mouse click only works once	0	Keys required: 4 Viewpoint: Need to Move Frequency of control: high Visibility: good Control precision required: mediocre Game's quality: very good		Triggers + Walking
Cyberpunk 2077	Game not allowing MotionInput control Mouse click does not work	0	Keys required: 2 - 7 Viewpoint: Need to Move Frequency of control: high Visibility: good Control precision required: high Game's quality: very good		Triggers + Walking
Little Nightmare	Quite suitable to play with MI as it's mainly a puzzle game. You don't need to move very fast and precise.	7	Keys required: 5 Viewpoint: Fixed Frequency of control: relatively low Visibility: good Control precision required: relatively low Game's quality: good		Triggers

ICEY	The game requires many different keys for different skill as well as fast and precise control to attack and dodge, so it's not enjoyable to play with MI. But we are still able to play it in the easy mode.	3	Keys required: 5 - 10 Viewpoint: Fixed Frequency of control: high Visibility: good Control precision required: high Game's quality: relatively good		Triggers
Monster Hunter World	MHW is almost unplayable with MI as this is already a hard game even when you are using keyboard or controller, as it requires very high control precision and you need to move the view point very often. It also uses a lot of keys and has many key combinations.	1	Keys required: 4 - 12 Viewpoint: Need to Move Frequency of control: relatively high Visibility: good Control precision required: very high Game's quality: very good		Triggers + Walking
A Dance of Fire and Ice	Unplayable due to latency of MI. The judging in this rhythm is very strict and the game will be over when you miss a single note.	0	Keys required: 1 Viewpoint: Fixed Frequency of control: low - very high Visibility: good Control precision required: very high Game's quality: mediocre		Triggers
NieR: Automata	Game not allowing MotionInput control Mouse click only works once	0	Keys required: 4 Viewpoint: Need to Move Frequency of control: high Visibility: good Control precision required: relatively high Game's quality: very high		Triggers + Walking

Stardew Valley	Game not allowing MotionInput control Mouse click does not work	0	Keys required: 5 - 20 Viewpoint: Fixed Frequency of control: low Visibility: good Control precision required: mediocre Game's quality: relatively good		Triggers
Assassin's Creed Origins	Game not allowing MotionInput control Mouse click only works once	0	Keys required: 5 - 12 Viewpoint: Need to Move Frequency of control: mediocre Visibility: good Control precision required: high Game's quality: good		Triggers + Walking
Blockout	It's a 3D-version of Tetris. Numbers of keys required is acceptable and it's not a fast game. Quite enjoyable to play with MI.	8	Keys required: 8 Viewpoint: Fixed Frequency of control: low Visibility: mediocre Control precision required: low Game's quality: mediocre		Triggers
Dragon Quest I	You just need to interact with NPC and choose skills and items to use in battles. Therefore, it's quite easy to play with MotionInput. The only problem is players may get tired easily. Because although the frequency of control is low, the overall amount of controls in a battle is quite high.	6	Keys required: 7 Viewpoint: Fixed Frequency of control: low Visibility: good Control precision required: low Game's quality: good		Triggers

Ristar	It's not easy to play with MI but it's still somehow playable. It requires fast and accurate moves when the map is getting complicated.	5	Keys required: 7 Viewpoint: Fixed Frequency of control: high Visibility: good Control precision required: high Game's quality: good		Triggers
Skunny Kart	Slightly easier to play compared to the Forza Horizon 4 as it requires less precise control. But the same problem of switching between key down and key press still exist as it's also a racing game.	3	Keys required: 3 Viewpoint: Fixed Frequency of control: high Visibility: bad Control precision required: mediocre Game's quality: bad		Triggers
Tetris	A very classic game, it's enjoyable with MI. It will be more enjoyable if the player is getting familiar with MI controls.	9	Keys required: 4 Viewpoint: Fixed Frequency of control: low Visibility: good Control precision required: mediocre Game's quality: very good		Triggers
Boxxle	Very enjoyable with MI - easy control, few keys need, no time limit, just move, push and pull the boxes!	10	Keys required: 5 Viewpoint: Fixed Frequency of control: low Visibility: good Control precision required: low Game's quality: good		Triggers

Best-A-Move	Very enjoyable with MI. The game is easy and relaxing. However, it does requires some accuracy.	10	Keys required: 3 Viewpoint: Fixed Frequency of control: low Visibility: good Control precision required: mediocre Game's quality: mediocre		Triggers
Chips Challenge	Not difficult to play with MI but it requires you to shoot and dodge. And it has a time limit for each level.	7	Keys required: 2 Viewpoint: Fixed Frequency of control: relatively high Visibility: Control precision required: high Game's quality: good		Triggers
Sonic the Hedgehog	Quite the same as Ristar but it's faster and requires less keys.	6	Keys required: 3 Viewpoint: Fixed Frequency of control: high Visibility: good Control precision required: high Game's quality: very good		Triggers
Dyna Blaster	The game play is quite straight forward but it does require some accuracy, because you need to plant bombs and get away from them quickly. Besides, the game itself is boring for me so I don't think it's very enjoyable.	6	Keys required: 7-10 Viewpoint: Fixed Frequency of control: low Visibility: very good Control precision required: high Game's quality: very good		Triggers

MUSE DASH	When it comes to rhythm games, latency is always the biggest issue. MUSE DASH is slightly more enjoyable than A Dance of Fire and Ice because it still allow you to play when you miss some notes. And the judging in this game is more lenient.	2	Keys required: 2 Viewpoint: Fixed Frequency of control: low - very high Visibility: good Control precision required: high Game's quality: good		Triggers
MUSYNC	MUSYNC is the most enjoyable among these 3 rhythm games as you can still continue to play even if you miss all of the notes. But it requires 4 keys and it's hard to ensure your hands are hitting the right place when you are focusing on the notes, because you only have an approximate idea of the positions of the triggers.	4	Keys required: 4 Viewpoint: Fixed Frequency of control: low - very high Visibility: good Control precision required: high Game's quality: good		Triggers

Special note:

More keys necessary -> less enjoyable

Moving Viewpoint -> less enjoyable

Faster control required -> less enjoyable

Visual details matter more -> less enjoyable

Full screen > windowed -> less enjoyable

Control precision higher -> less enjoyable

Game's quality -> Fun

Scales are from Very to
relatively to
GOOD/BAD/LOW/HIGH
to Mediocre(The centre)

Motion types includes:
1. pure actions 2.
Triggers 3. BOTH 4.
Triggers + walking