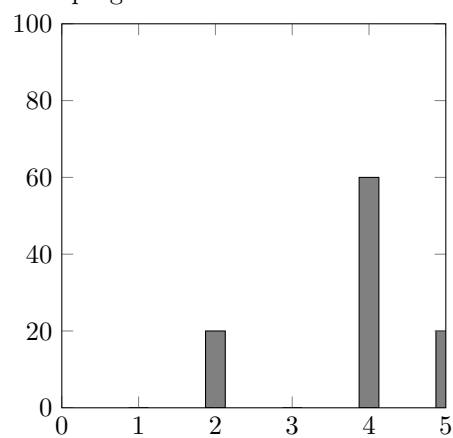
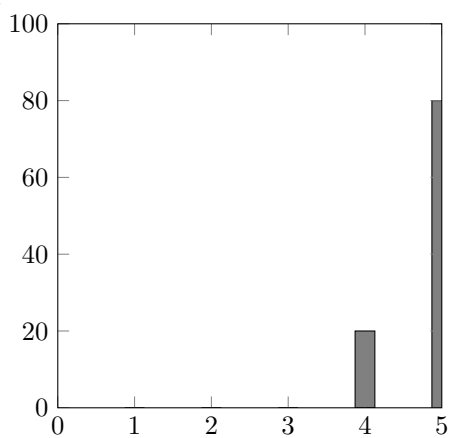


## 1 Question One

“The progressiveness of difficult is adequate.”



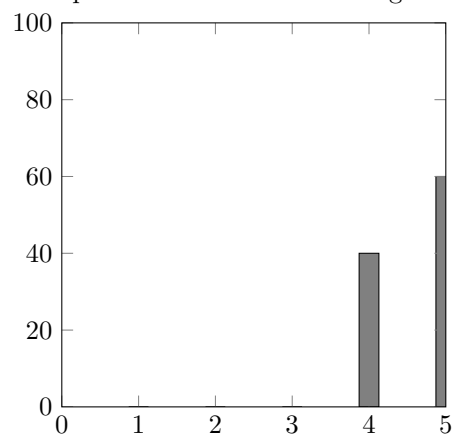
*Memory Stroop*



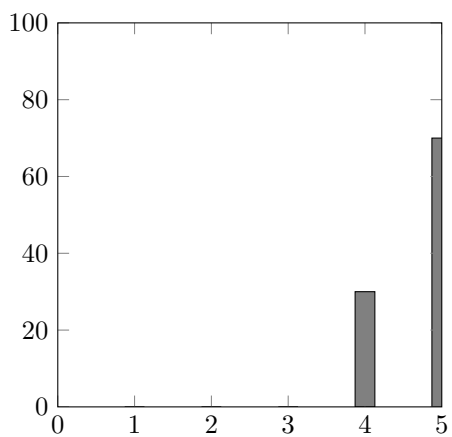
*Colors*

## 2 Question Two

“It is possible to understand the game rules.”



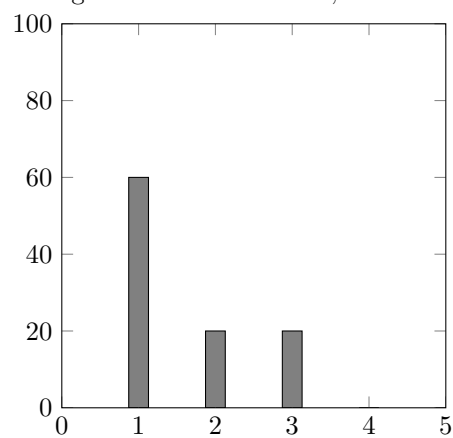
*Memory Stroop*



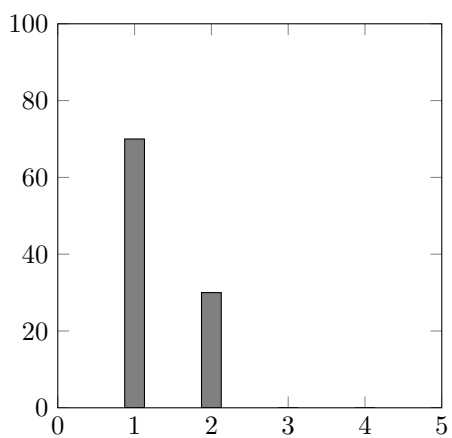
*Colors*

### 3 Question Three

“The game is not functional, it is slow.”



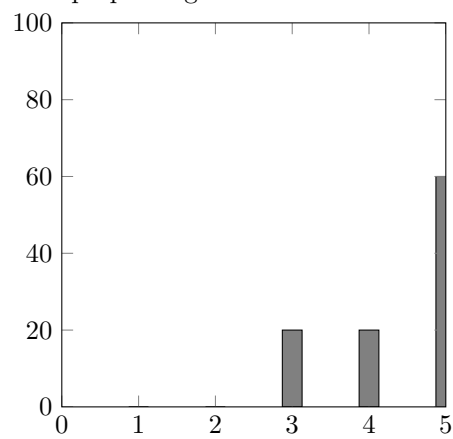
*Memory Stroop*



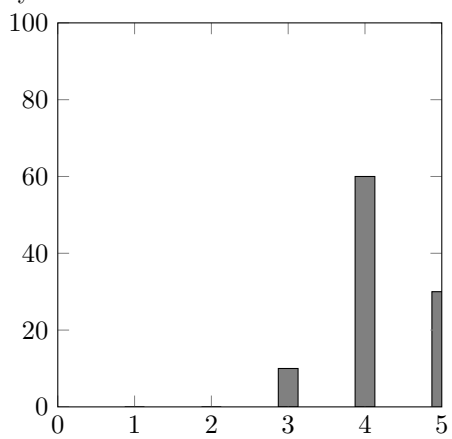
*Colors*

### 4 Question Four

“The proposed gamification is satisfactory.”



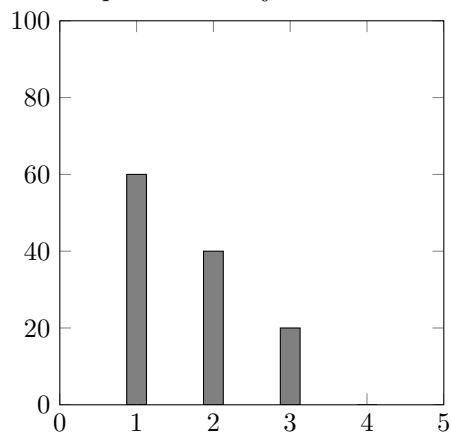
*Memory Stroop*



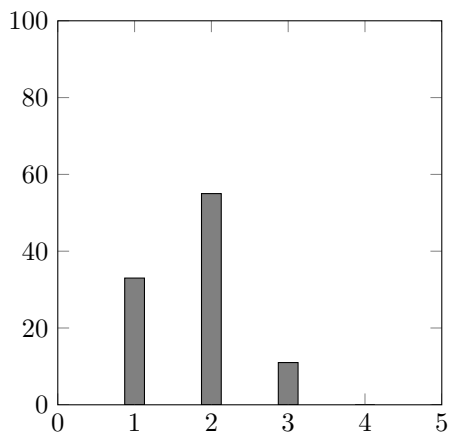
*Colors*

## 5 Question Five

“The disposition of objects on screen is confuse.”



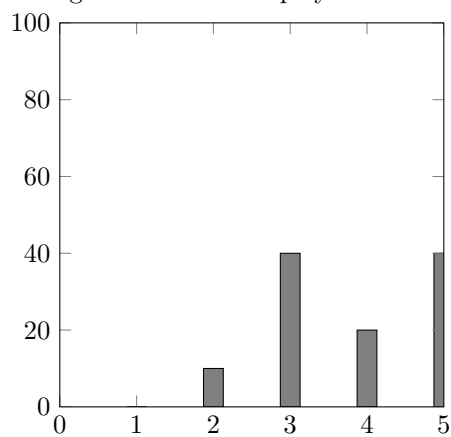
*Memory Stroop*



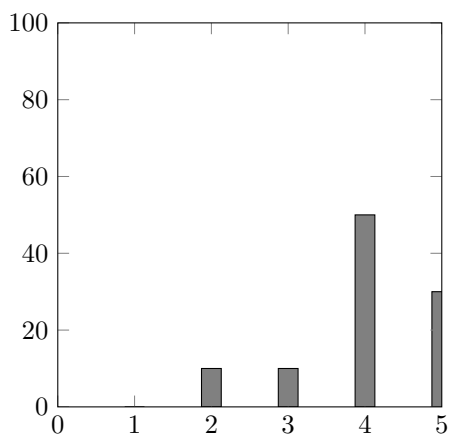
*Colors*

## 6 Question Six

“The game informs the player situation well.”



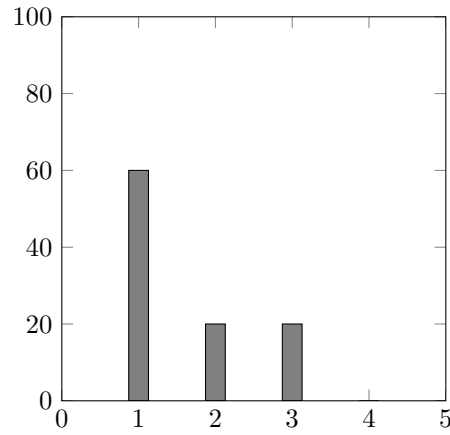
*Memory Stroop*



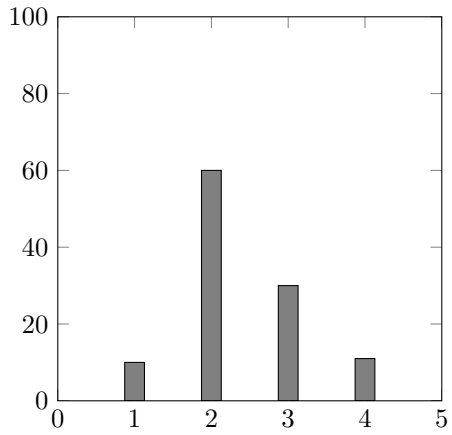
*Colors*

## 7 Question Seven

“The screen sequence is confuse.”



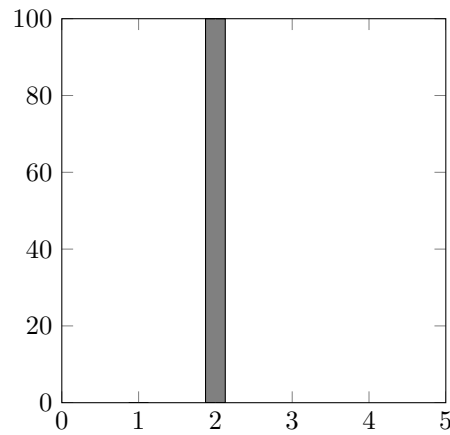
*Memory Stroop*



*Colors*

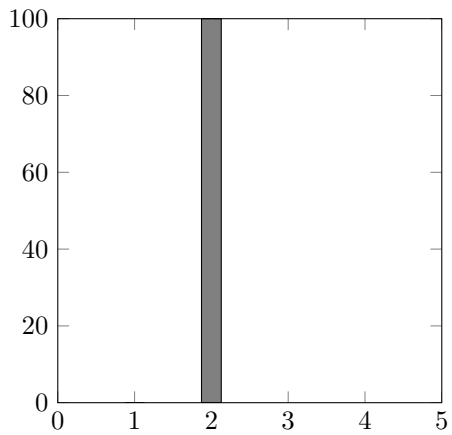
## 8 Questions Eight and Nine – Bivalent Questions

“Have you needed some help to understand the game?”

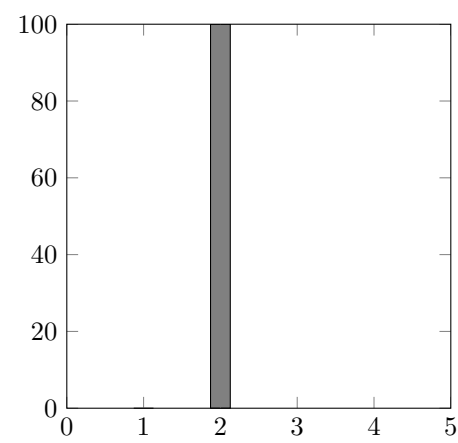


*Memory Stroop*

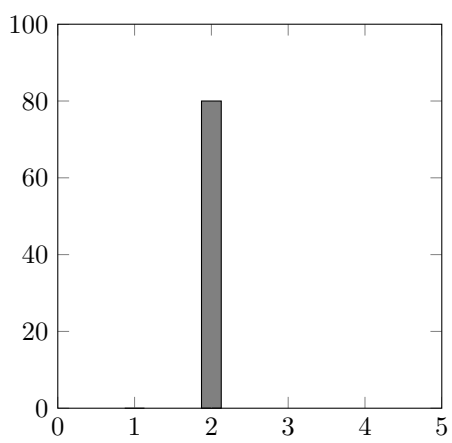
“Does the game present any error?”



*Colors*



*Memory Stroop*



*Colors*