

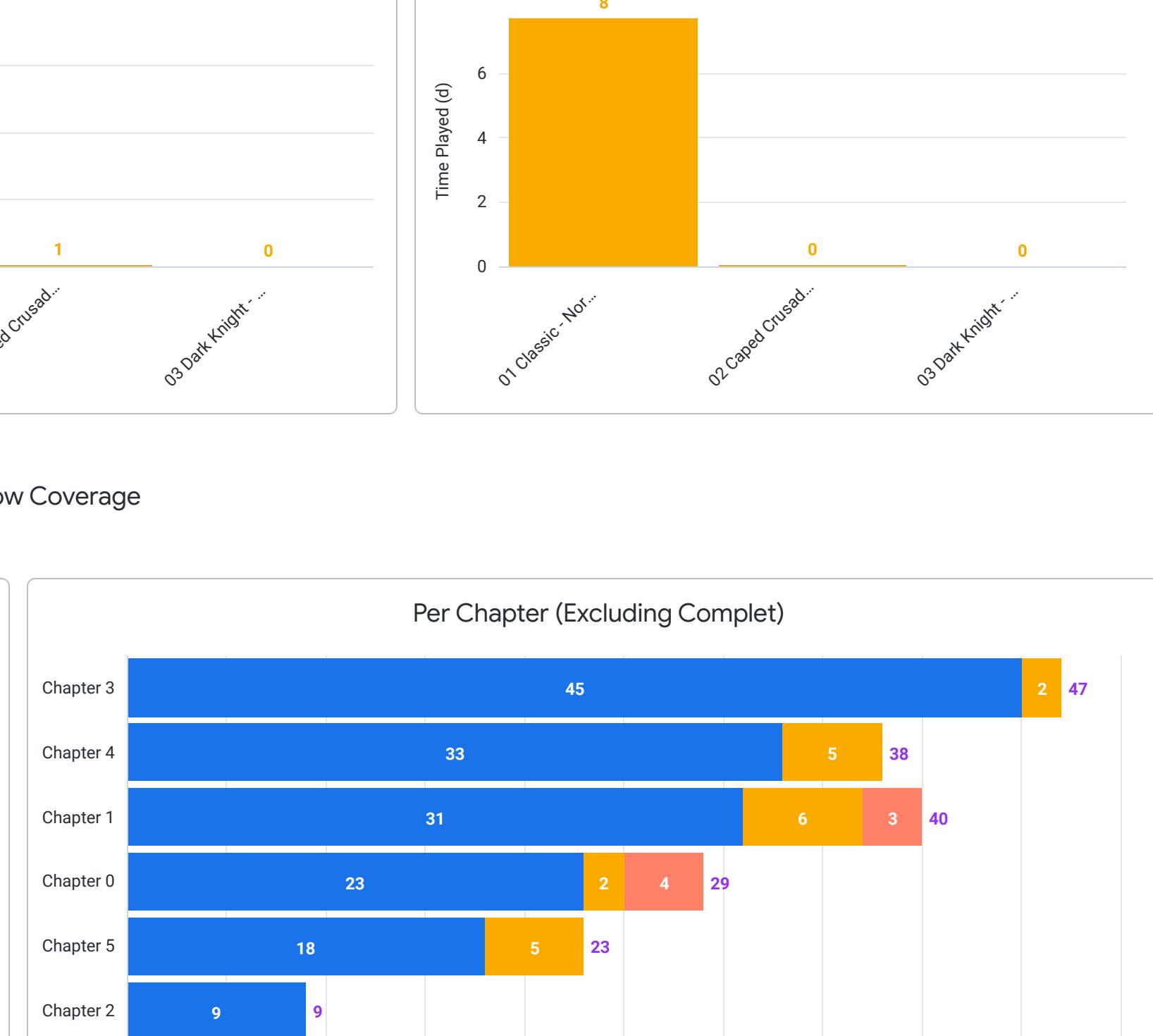
patterns to identify coverage gaps, progression blockers, and content requirements.

<b>Mission Stability &amp; Flow:</b> Start, Quit, Completion, and Abandon rates indicate potential progression issues, unclear objectives, or crashes.
<b>Difficulty Mode Coverage:</b> Shows whether testers have validated difficulty-specific mechanics, and highlights modes receiving insufficient coverage.
<b>Side Activity Testing:</b> Completion rates surface high-risk activities with low success or low engagement.
<b>Cinematic Validation:</b> Skip and completion patterns help identify cinematics requiring audio/video validation, subtitle checks, and integration verification.

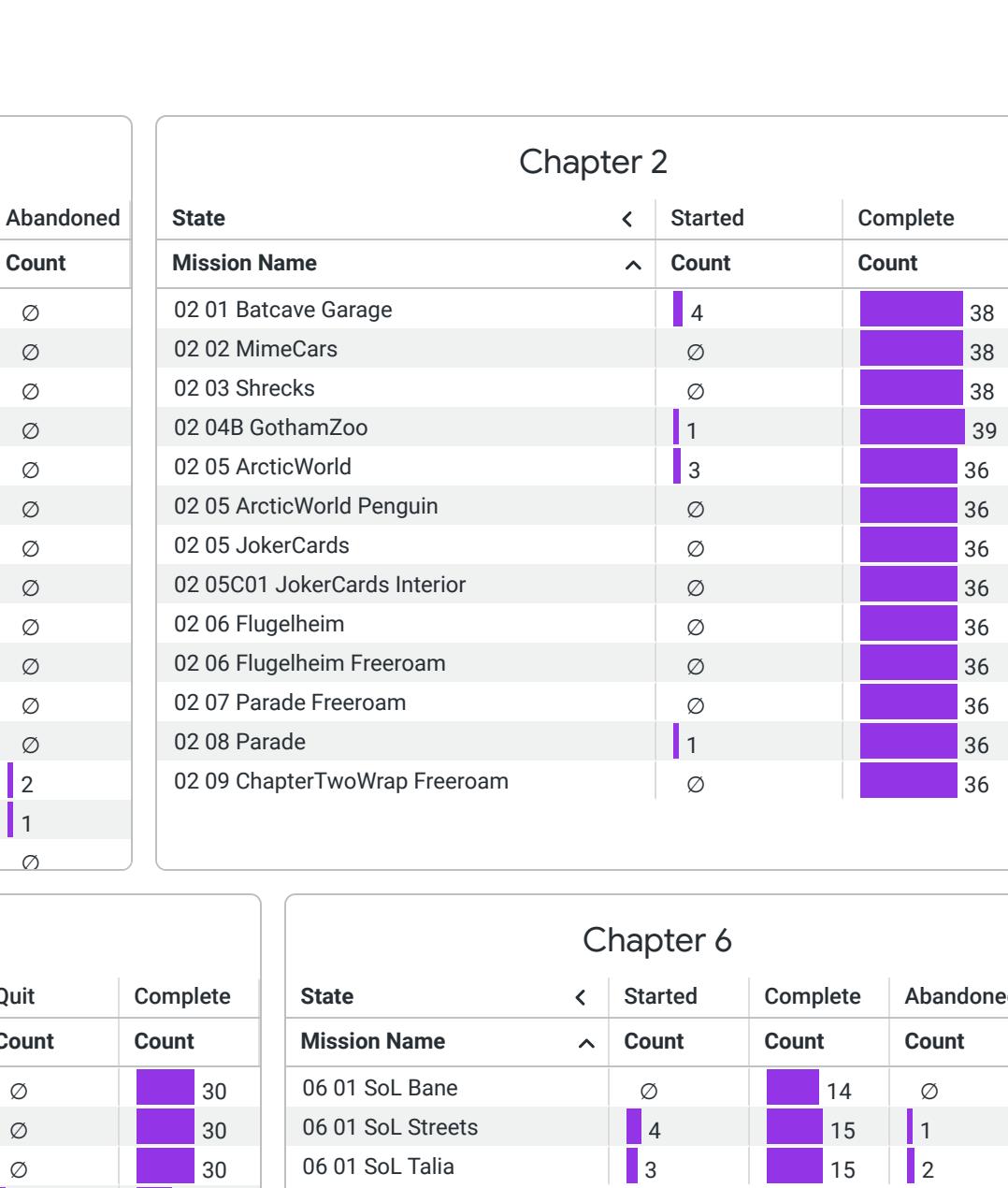
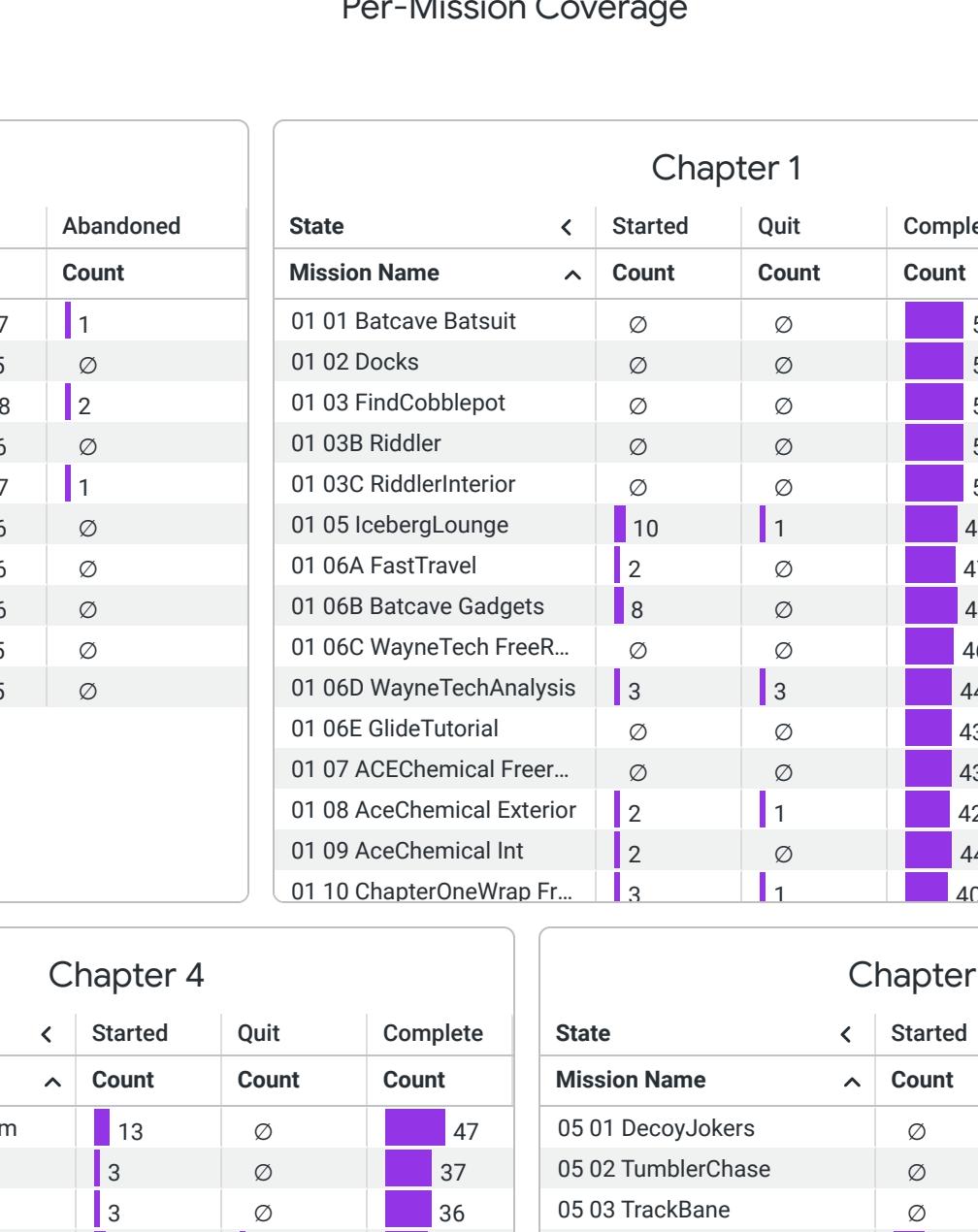
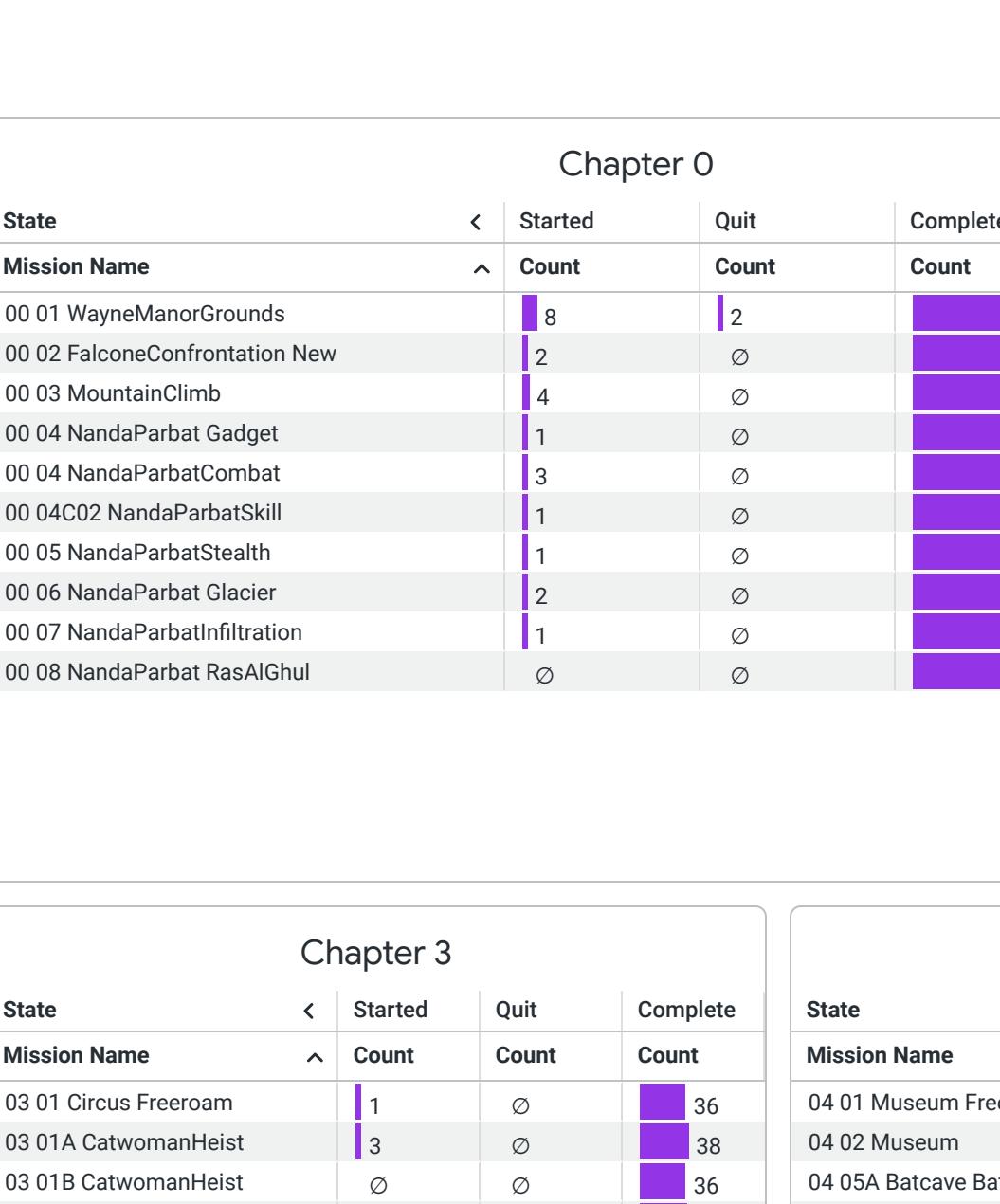
The figure consists of two side-by-side bar charts. The left chart, titled 'Coverage Depth by Chapter - Coverage Depth', shows three bars representing Chapter 4 (depth 1,408), Chapter 5 (depth 1,408), and Chapter 6 (depth 630). The right chart, titled 'Coverage Depth by Chapter - Time Spent', shows two bars representing Chapter 0 (time 27 hours) and Chapter 1 (time 22 hours).

Chapter	Coverage Depth	Time Played (h)
Chapter 4	1,408	
Chapter 5	1,408	
Chapter 6	630	
Chapter 0		27
Chapter 1		22

For more information about the study, please contact Dr. John Smith at (555) 123-4567 or via email at [john.smith@researchinstitute.org](mailto:john.smith@researchinstitute.org).



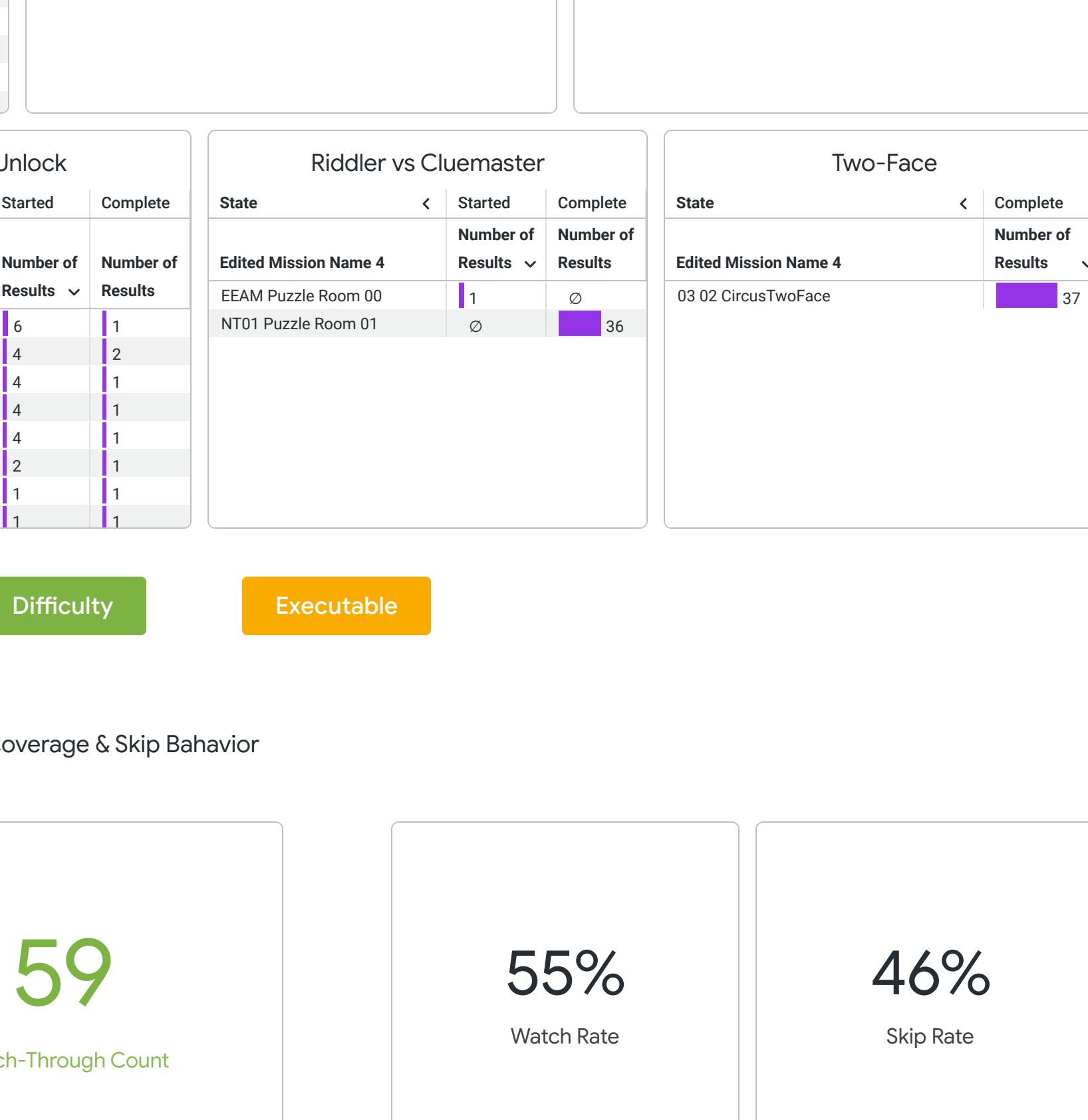
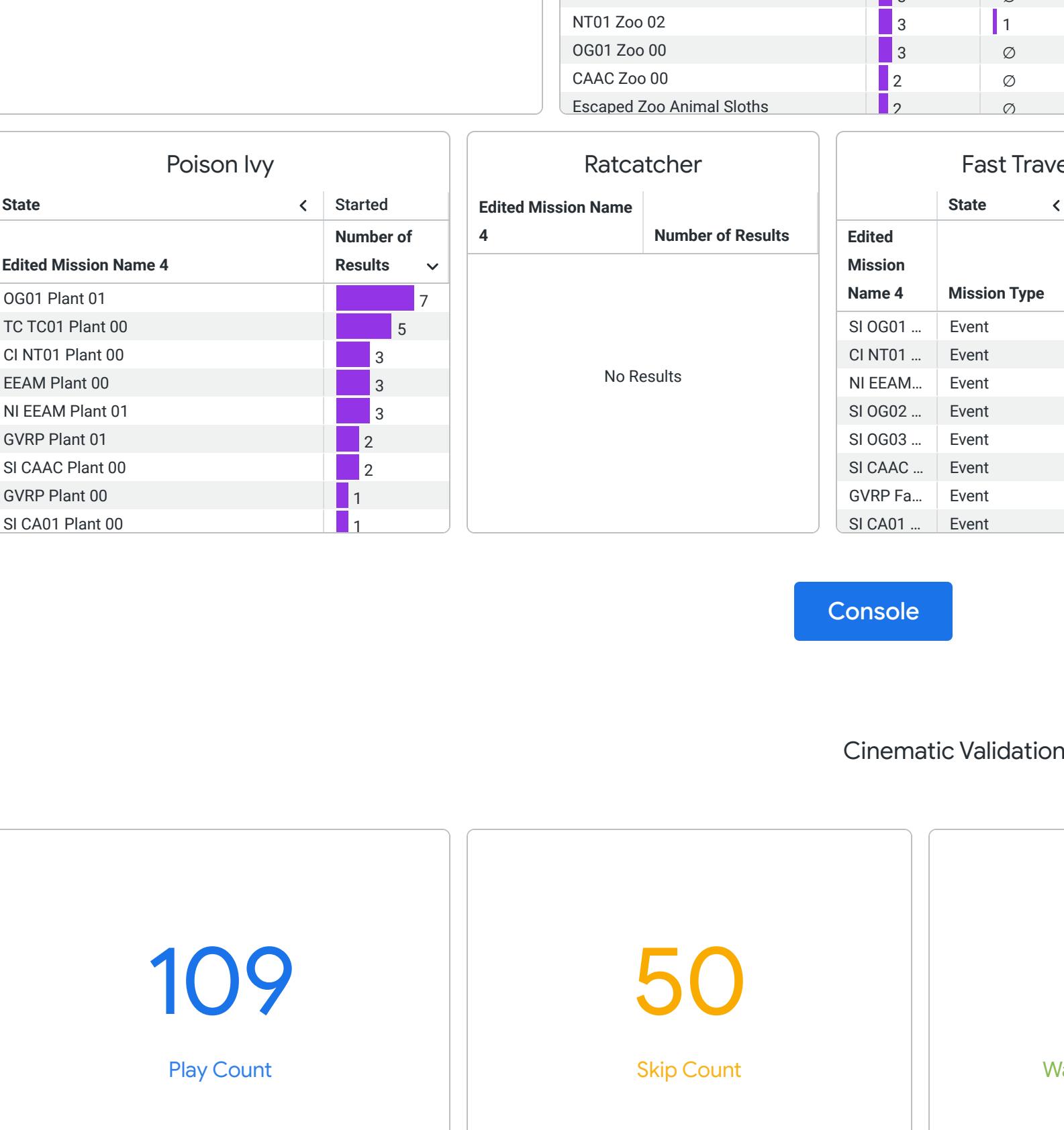
10. *What is the best way to manage your time?*



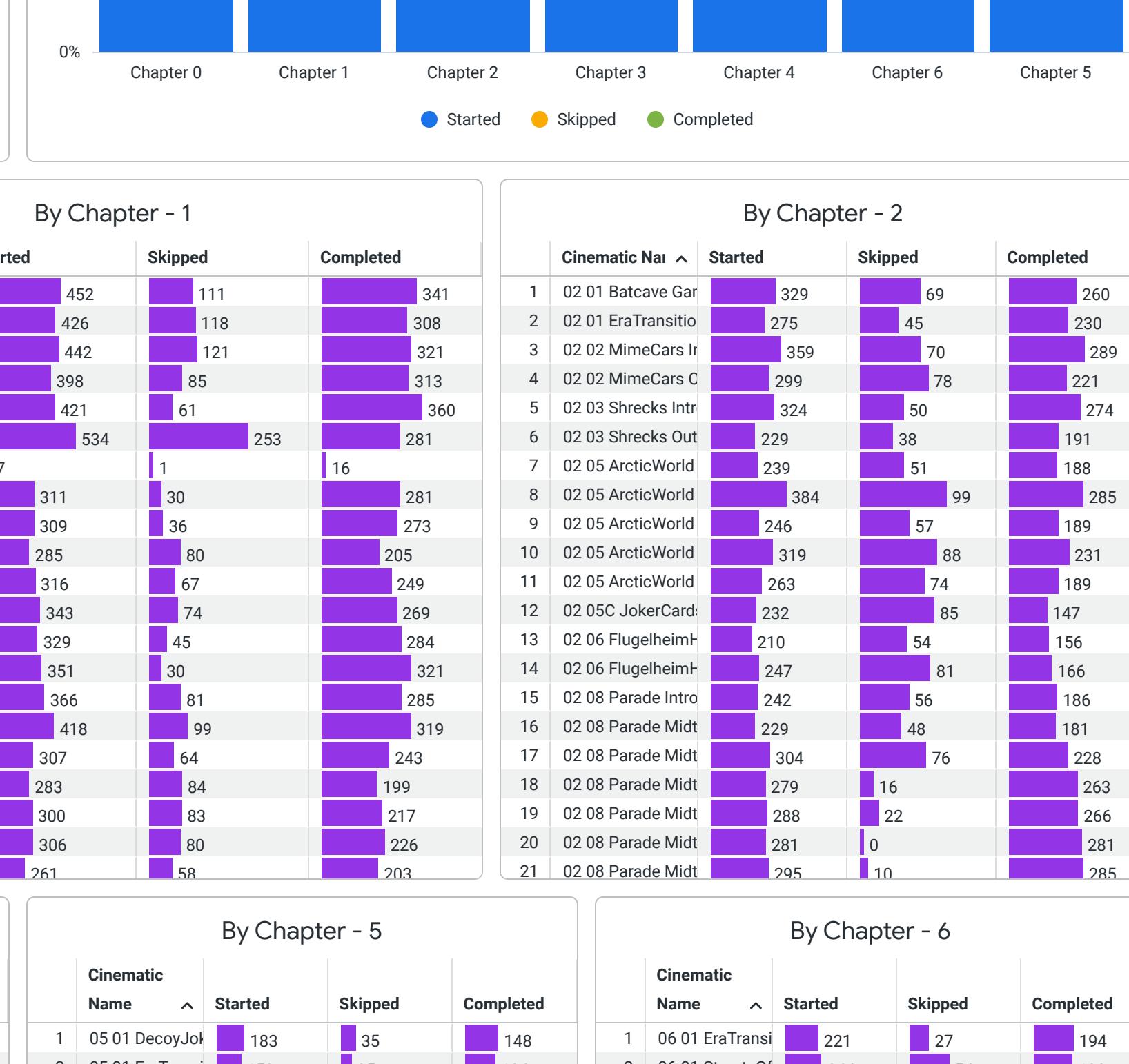
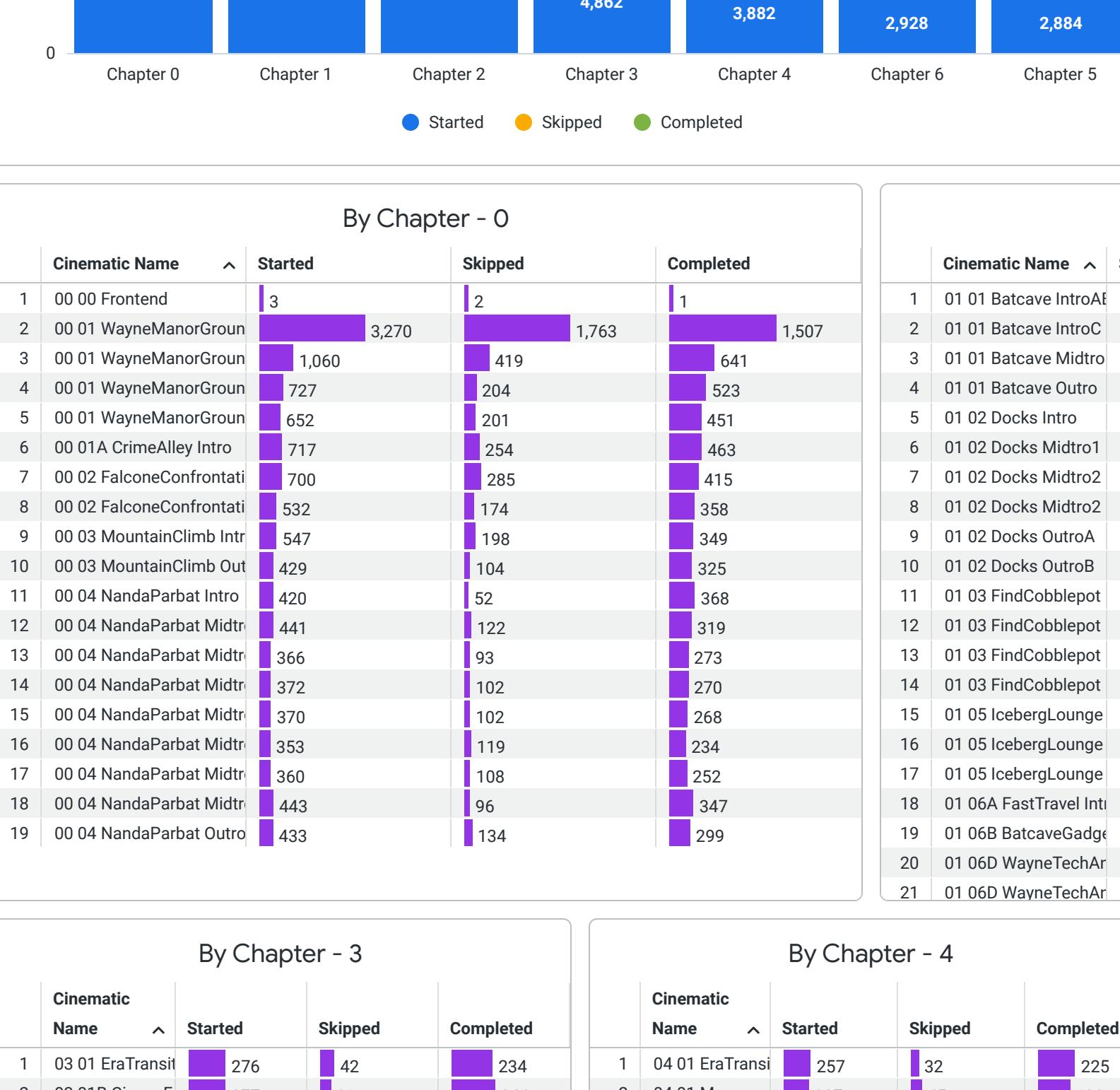
1



	$\emptyset$
	$\emptyset$
	1
	$\emptyset$



Response	Percentage
Good job	40%
Bad job	50%



4	03 02 Circus Mid	342	106	236	4	04 02 Mus
5	03 02 Circus Mid	417	162	255	5	04 02 Mus
6	03 02 Circus Mid	288	92	196	6	04 02 Mus

7	03 02 Circus Ou	265	85	180	7	04 05A E
8	03 03 RobinGoth	233	64	169	8	04 05A E

9	03 04B KiteMan	256	80	176	9	04 05B I
10	03 04B KiteMan	225	48	177	10	04 06 Ob
11	03 04B KiteMan	158	42	116	11	04 06 Ob

**Note:**