Question		Response		
1. How much time do you think you were playing for?	2-3 mins per playthrough			
2. Did the enemies seem overpowered or too easy?	Fast, but predicatble after a few playthroughs			
3. Did the rooms seem too confined or too spacious?	The right size			
4. Did you feel like the decisions you made had an impact on your success?	Not really			
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	Spread reward was	favorite. Hard to notice	others	
6. Were the controls intuitive?	Controllers were intuitive. Familair after first playthrough		t playthrough	
7. Were you unsure of your next step at any point?	No, pretty straight forward			
8. Was there anything you expected but didn't get from the game?	No expectations			
9. On a scale of 1-10, how much did you enjoy playing the game?	7		7	
10. Do you have any other suggestions?	Health regen packs, weapon variety (automatic weapon), increases enemy health			
Notes		Skill	Char	nce
The enemies are really fast				
Camping in a hall way	N44-1			
Positive reaction to spread power up	Mental			
Game crashed on 3rd playthrough	Calculation			
Won on 3rd playthrough				
	Physical	×		
	Dexterity			

2. Did the enemies seem overpowered or too easy? 3. Did the rooms seem too confined or too spacious? 4. Did you feel like the decisions you made had an impact on your success? 5. Were the room completion rewards valuable? What was your favorite / least favorite reward? 5. Were the controls intuitive? 6. Were the controls intuitive? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. On a scale of 1-10, how much did you enjoy playing the game? 7. On a scale of 1-10, how much did you enjoy playing the game? 7. On by you have any other suggestions? 7. Controls in menu; improve HUD; damage indicator 8. What is a scale of 1-10 in menu; improve HUD; damage indicator 8. Weter camera control seeds UI or instructions game crashed on first playthrough when fighting aliens maware of death and it rewards not obvious hey die really easily scale gain button should be red and are you sure? 8. We start any strat (blue saily damage is not obious 2001 Know why the balls are there 2014 along damage is not obious 2001 Know why the balls are there 2014 along damage at touch not realistic 4014 again in hourglass room 8. We start any strat (blue saily damage at touch not realistic 4014 again in hourglass room 8. We start any strat (blue saily damage at touch not realistic 4014 again in hourglass room 8. We start any strat (blue saily damage at touch not realistic 4014 again in hourglass room 8. We start any strat (blue saily damage at touch not realistic 4014 again in hourglass room 8. We start any strat (blue saily damage at touch not realistic 4014 again in hourglass room 8. We start any strat (blue saily damage at touch not realistic 4014 again in hourglass room 8. We start any strat (blue saily damage at touch not realistic 4014 again in hourglass room 1014 along again 4014 along again 4014 again 4014 along aga	Question		Response	
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A. Did you feel like the decisions you made had an impact on your success? 5. Were the room completion rewards valuable? What was your favorite / least favorite reward? 5. Were the controls intuitive? 6. Were the controls intuitive? 7. Were you unsure of your next step at any point? 8. Was there anything you expected but didn't get from the game? 9. On a scale of 1-10, how much did you enjoy playing the game? 9. On a scale of 1-10, how much did you enjoy playing the game? 9. On by you have any other suggestions? Notes Notes Skill Chance Skill Chance Went a calculation Mental Calculation Skill Chance Physical Dexterity Outs for music Transpared on first playthrough when fighting aliens where fighting aliens and say far away strat You four sight for music Transpared at any strat You for greating about using F. Use both sides of mouse. Overall pretty intuitive. Yes, usuare of which color ball to go to. Not sure what room to pick Better information and feedback about taking damage. Expected attacks to deal damage, not just touch. 6.5 Controls in menu; improve HUD; damage inideator Mental Calculation Mental Calculation Went a calculation Mental Calculation All rewards not obvious Better information and feedback about taking damage. Skill Chance Physical Development of the properties of the prop	2. Did the enemies seem overpowered or too easy?			
5. Were the room completion rewards valuable? What was your favorite / least favorite reward? 5. Were the controls intuitive? 5. Were you unsure of your next step at any point? 6. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 7. Were you unsure of which color ball to go to. Not sure what room to pick 8. Was there anything you expected but didn't get from the game? 8. Description and feedback about taking damage. 8. Expected attacks to deal damage, not just touch. 8. Controls in menu; improve HUD; damage inidcator 8. Skill Chance 8. Skill Chance 8. Skill Chance 8. Skill Chance 8. Were you unsure of which color ball to go to. Not sure what room to pick 8. Was there anything you expected but didn't get from the game? 8. Controls in menu; improve HUD; damage inidcator 8. Skill Chance 8.	3. Did the rooms seem too confined or too spacious?	Good size		
Liked WASD. Mixed feelings about using F. Use both sides of mouse. Overall pretty intuitive. A. Were you unsure of your next step at any point? A. Were you unsure of which color lalt to you to had a dead ada and you unjust you toch. A. Skill Chance A. Sk	4. Did you feel like the decisions you made had an impact on your success?	Not sure. Determined th	at balls affected gun powers	
5. Were the controls intuitive? 7. Were you unsure of your next step at any point? 7. Were you unsure of your next step at any point? 8. Was there anything you expected but didn't get from the game? 8. Was there anything you expected but didn't get from the game? 8. O. On a scale of 1-10, how much did you enjoy playing the game? 8. Controls in menu; improve HUD; damage inidcator Notes Notes Skill Chance Skill Chance Skill Chance Skill Chance Skill Chance Physical Galculation Fractions are saved and are you sure? Faking damage is not oblous Boort know why the balls are there Learned stay far away strat Corashed again in hourglass room John deeds to play again No indicator of progression Sos died immediately; needs to be harder	5. Were the room completion rewards valuable? What was your favorite / least favorite reward?		The could be seen and the could gain periods	
Rever you unsure of your next step at any point? Better information and feedback about taking damage. Expected attacks to deal damage, not just touch. Con a scale of 1-10, how much did you enjoy playing the game? Controls in menu; improve HUD; damage inidicator Notes Notes Notes Skill Chance Skill Chance Mental Calculation Mental Calculation Exit game button should be red and are you sure? aking damage is not obious Don't know why the balls are there Learned stay far away strat folume slider for music Crashed again in hourglass room Analge at touch not realistic Notes Skill Chance Physical Dexterity Analge at touch not realistic Notes Skill Chance Skill Chance Skill Chance Physical Dexterity Analge at out or instructions Dexterity Analge of the red and are you sure? Analge at out on or realistic Notes Skill Chance Skill Chance Skill Chance Physical Dexterity Analge of the red and are you sure? Analge at out on or realistic Notes Skill Chance Analge in the calculation Analge in	6. Were the controls intuitive?			
8. Was there anything you expected but didn't get from the game? 9. On a scale of 1-10, how much did you enjoy playing the game? 10. Do you have any other suggestions? 10. Do you have any other suggestions? 10. Notes 10. Notes 10. Skill 10. Chance 10. Mental 10. Calculation 10. Skill 10. Chance 10. Skill	7. Were you unsure of your next step at any point?			
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Skill Challes setter camera control seeds UI or instructions game crashed on first playthrough when fighting aliens unaware of death calculation Skill Challes Mental Calculation Calculation Calculation Calculation Calculation Calculation Physical Dexterity Count' know why the balls are there searned stay far away strat County store and stay far away strat Calculation Mental Calculation Mental Calculation Mental Calculation Mental Calculation Mental Calculation And stay store and stay far away strat Calculation Mental Calculation And stay stay store and stay stay stay County stay stay stay stay stay stay stay st	10. Do you have any other suggestions?	Controls in menu; improve HUD; damage inidcator		
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Innaware of death Innaware of	needs UI or instructions			
Inaware of death Inaware of d	game crashed on first playthrough when fighting aliens	Mental		
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Crashed again in hourglass room Damage at touch not realistic Vanted to play again No indicator of progression Boss died immediately; needs to be harder	unaware of death ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious Don't know why the balls are there	-	¢	
Damage at touch not realistic Vanted to play again No indicator of progression Boss died immediately; needs to be harder	ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious Don't know why the balls are there	Physical	\$	
Wanted to play again No indicator of progression Boss died immediately; needs to be harder	ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious Don't know why the balls are there Learned stay far away strat	Physical	•	
No indicator of progression Boss died immediately; needs to be harder	ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious Don't know why the balls are there Learned stay far away strat Volume slider for music	Physical	•	
Boss died immediately; needs to be harder	ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious Don't know why the balls are there Learned stay far away strat Volume slider for music Crashed again in hourglass room	Physical		
·	ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious Don't know why the balls are there Learned stay far away strat Volume slider for music Crashed again in hourglass room Damage at touch not realistic	Physical		
ndicator of enemy health	ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious	Physical		
	ball rewards not obvious they die really easily Exit game button should be red and are you sure? Taking damage is not obious Don't know why the balls are there Learned stay far away strat Volume slider for music Crashed again in hourglass room Damage at touch not realistic Wanted to play again	Physical		

Question	Resi	oonse	
1. How much time do you think you were playing for?	3-5 minutes		
2. Did the enemies seem overpowered or too easy?	Too easy.		
3. Did the rooms seem too confined or too spacious?	Neither! Seemed fine to me.		
4. Did you feel like the decisions you made had an impact on your success?	Not really.		
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	Yes. The shot gun firing reward. The least is probably the dual fire one.		
6. Were the controls intuitive?	Yes.		
7. Were you unsure of your next step at any point?	Nope.		
8. Was there anything you expected but didn't get from the game?	Expected more of a challenge.		
9. On a scale of 1-10, how much did you enjoy playing the game?	5		
10. Do you have any other suggestions?	More types of enemies and will make the game more en		
Notes		Skill	Chance
Played 3 times and beat it every time.			0.1.0.1.00
Controls were easy to learn. Stayed in corners to funnel enemies into a line.	_		
Double fire was not very useful since enemies died too quickly.			
bouble life was not very useful since efferines died too quickly.	Mental		
	Calculation		
	Calculation		
		$\langle \rangle$	
		\longleftrightarrow	
	Physical		
	Dexterity		

	Respo	nse		
1. How much time do you think you were playing for?	3-4 minutes			
2. Did the enemies seem overpowered or too easy?	Maybe a tad bit too easy?			
3. Did the rooms seem too confined or too spacious?	The rooms seemed okay.			
4. Did you feel like the decisions you made had an impact on your success?	Yeah I think so. Yeah, I liked the double dash. The double fire one didn't seem too useful. Yeah they were.			
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?				
6. Were the controls intuitive?				
7. Were you unsure of your next step at any point?	No, it was straightfoward.			
8. Was there anything you expected but didn't get from the game?	Not sure. Maybe more levels?			
9. On a scale of 1-10, how much did you enjoy playing the game?	7			
10. Do you have any other suggestions?	I think more variety would mak interesting. After the first playth much experienced everything t	nrough, I feel like I pretty		
Notes		Skill	Chance	
Played 3 times and beat it on the 3rd try.				
Sometimes they got hit when they tried to dash through enemies. Initially confused on what the rewards were when they first saw them.				
Enjoyed the extra dash reward. Double fire wasn't useful since enemies died too quickly.	2/2/00/2004			
Enjoyed the extra dual feward. Bodole inc washi about one of one too quickly.				
	Mental			
	Calculation			
		×		
	Calculation			
	Calculation			

Question	Response
1. How much time do you think you were playing for?	8min
2. Did the enemies seem overpowered or too easy?	Too easy
3. Did the rooms seem too confined or too spacious?	confined
4. Did you feel like the decisions you made had an impact on your success?	yes
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	Add HP
6. Were the controls intuitive?	yes
7. Were you unsure of your next step at any point?	yes
8. Was there anything you expected but didn't get from the game?	yes
9. On a scale of 1-10, how much did you enjoy playing the game?	7
10. Do you have any other suggestions?	1). To move player's view up and down, not only left-right. 2). To show in real time how many enemies in this room, alive or dead 3). To show in real time how many rooms players have completed 4). While weapon upgrades, seems rooms' difficulty has not been increased. 5). Animation to enter the next room 6). Boss is tooooo easy
Notes	

Question	Response
1. How much time do you think you were playing for?	5mins
2. Did the enemies seem overpowered or too easy?	Too easy
3. Did the rooms seem too confined or too spacious?	The rooms size is acceptable.
4. Did you feel like the decisions you made had an impact on your success?	No
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	?Yes, the split bullets are very useful.
6. Were the controls intuitive?	Better add a HUD.
7. Were you unsure of your next step at any point?	No
8. Was there anything you expected but didn't get from the game?	No animation when the enemy dies
9. On a scale of 1-10, how much did you enjoy playing the game?	3
10. Do you have any other suggestions?	If add a zoom in zoom out option, HUD, difficulty selection, weapon selection, In-game guidance, different enemies, and multi-player host, that will be great.
Notes	

Question	Response
1. How much time do you think you were playing for?	10 mins around.
2. Did the enemies seem overpowered or too easy?	latter, the only difference of the boss between the minor might be the model
3. Did the rooms seem too confined or too spacious?	fine for me
4. Did you feel like the decisions you made had an impact on your success?	no, the initial weapon seems to be already enough for a total run
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	well speed boost, special slave, score bonus etc.
6. Were the controls intuitive?	yes, but operation description might be still necessary
7. Were you unsure of your next step at any point?	no, each room might be the same for me
8. Was there anything you expected but didn't get from the game?	final summary when I succeeded to finish a run
9. On a scale of 1-10, how much did you enjoy playing the game?	
10. Do you have any other suggestions?	hope to see some common elements in previous rouge-like games I have played before
Notes	

1	Response	
5 min		
Normal enemies fine, boss is too easy		
Rooms are fine. Size dis	sparity throws you off a bit	
No. Rewards didn't indicenter for a path.	No. Rewards didn't indicate the types of rooms you'd	
Only ones noticed were spread and double shot. Good reaction to those.		
Yes, but used to having	E over F as the interact button	
No		
More difficult boss, more	e room variety.	
	4	
POV was unusual (for the game genre)		
	Skill	Chance
Mental Calculation		
Physical Dexterity	*	
	S min Normal enemies fine, but Rooms are fine. Size did No. Rewards didn't indicenter for a path. Only ones noticed were reaction to those. Yes, but used to having No More difficult boss, more POV was unusual (for the poly of the p	Normal enemies fine, boss is too easy Rooms are fine. Size disparity throws you off a bit No. Rewards didn't indicate the types of rooms you'd enter for a path. Only ones noticed were spread and double shot. Good reaction to those. Yes, but used to having E over F as the interact button No More difficult boss, more room variety. 4 POV was unusual (for the game genre) Skill Mental Calculation

Question		Response			
1. How much time do you think you were playing for?			7		
2. Did the enemies seem overpowered or too easy?	Boss too easy, others fine				
3. Did the rooms seem too confined or too spacious?	Good variety. Hallway one is too easy.				
4. Did you feel like the decisions you made had an impact on your success?	Not really, didn't know what the other paths were so they just randomly chose one				
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	For the ones that they knew what they did (double shot, spread), yes. Health depended on the players current health. The other ones, no.				
6. Were the controls intuitive?	Yes.				
7. Were you unsure of your next step at any point?	No				
8. Was there anything you expected but didn't get from the game?	See notes				
9. On a scale of 1-10, how much did you enjoy playing the game?	8				
10. Do you have any other suggestions?	See notes				
Notes					
Hallway room too easy		Skill	(Chance	
Double shot and spread has good reception, both considered balanced.					
Double shot and spread has good reception, both considered balanced. Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu)	Mental				
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone	Mental Calculation				
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu) Boss is way too easy	Mental Calculation				
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu) Boss is way too easy Room counter would be nice					
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu) Boss is way too easy Room counter would be nice Liked variation of rooms	Calculation				
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu) Boss is way too easy Room counter would be nice Liked variation of rooms Idea: Increase difficulty as your win streak increases. Enemies have more health, do more damage, better rewards	Calculation				
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu)	Calculation	*			
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu) Boss is way too easy Room counter would be nice Liked variation of rooms Idea: Increase difficulty as your win streak increases. Enemies have more health, do more damage, better rewards Would be cool if enemies also dropped some rewards (maybe only on high difficulties) Unclear when player is damaged Would be cool if you could tell the difficulty of a path (maybe based on # of rooms / types of rooms). Rewards	Calculation	*			
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu) Boss is way too easy Room counter would be nice Liked variation of rooms Idea: Increase difficulty as your win streak increases. Enemies have more health, do more damage, better rewards Would be cool if enemies also dropped some rewards (maybe only on high difficulties)	Calculation	*			
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone Rewards should indicate what they are (at very least, give the mapping in the pause/start menu) Boss is way too easy Room counter would be nice Liked variation of rooms Idea: Increase difficulty as your win streak increases. Enemies have more health, do more damage, better rewards Would be cool if enemies also dropped some rewards (maybe only on high difficulties) Unclear when player is damaged Would be cool if you could tell the difficulty of a path (maybe based on # of rooms / types of rooms). Rewards	Calculation	*			

Question	Response		
How much time do you think you were playing for?	5 minutes		
2. Did the enemies seem overpowered or too easy?	Too easy		
B. Did the rooms seem too confined or too spacious?	Confined.		
I. Did you feel like the decisions you made had an impact on your success?	Not really.		
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	Nope. The spread fire was probably the most use	eful.	
5. Were the controls intuitive?	Yup.		
7. Were you unsure of your next step at any point?	Nope		
B. Was there anything you expected but didn't get from the game?	More of a challenge.		
On a scale of 1-10, how much did you enjoy playing the game?			
0. Do you have any other suggestions?	Make enemies tougher, especially the boss.		
Notes			
		Skill	Chance
		OKIII	Onance
	Mental Calculation	*	
	Physical Dexterity	••	