

# End of Level

## 1. Goal of the level

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Clear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unclear

## 2. Difficulty

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Hard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy

## 3. Increase in difficulty

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Easier	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Harder

## 4. Your play performance

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Excelled	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Failed

## 5. Engaging

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Engaged	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Bored

## 6. Audio feedback

Mark only one oval.

	1	2	3	4	5	6	7	8	9	
Distracting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Helpful

**7. Responsive controls***Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Responsive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unresponsive

**8. Precision of controls***Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Precise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inexact

**9. Target object visibility***Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Visible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Not Visible

**10. Visually appealing***Mark only one oval.*

	1	2	3	4	5	6	7	8	9	
Ugly	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Beautiful

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