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End of Game

Mark o	nly one										
	1	2	2	3	4	5	6	7	8	9	
Clear											Unclear
Difficu Mark o	Ity nly one	oval.									
	1	2		3	4	5	6	7	8	9	
Hard											Easy
Increas Mark o	se in dit nly one		-								
	1		2	3	4	5	6	7	8	9	
			_	J	•	ŭ					
Easier Your p	lay peri										Harder
Your p	lay peri	orma oval.	ance	3							
. Your p	nly one	orma oval.	ance								
Your p Mark of	nly one	forma oval.	ance 2)
Your p Mark of	ing nly one	forma oval.	ance 2		4	5	6	7	8)
Your p Mark of	ed ing	oval.	ance 2	3	4	5	6	7	8) Faile
Excelled Engage Engage Audio	ing nly one	oval.	ance 2 2	3	4	5	6	7	8) Faile
Excelled Engage Engage Audio	ing nly one	oval.	ance 2 2	3	4	5	6	7	8) Faile

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7. Responsive controls

Responsi	ve (Unres
Precision Mark only										
	1	2	3	4	5	6	7	8	9	
Precise										Inexact
Target ob Mark only	-	_								
	1	2	3	4	5	6	7	8	9	
Visible										Not Visible
Ualv (1	2	3	4	5	6	7	8	9	 Beautiful
Shadow			3 (4	5 (6	7	8 (9	Beautiful
			3	4	5	6	7	8	9	Beautiful
Shadow	one ov	ral.								Beautiful Unhelpful
Shadow Mark only Helpful Outline	one ov	ral.								
Shadow Mark only Helpful Outline	one ov	ral.								
Shadow Mark only Helpful Outline Mark only	one ov	ral. 2 ral.	3	4	5	6	7	8	9	
Shadow Mark only	one ov	ral. 2 ral. 2 tline	3	4	5	6	7	8	9	Unhelpful

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