

Based on the content of the provided PDF, here is a summary of the answers to the 15 questions:

1. Player Experience

The player experience is generally positive but with some confusion and challenges. Most players found the game interesting and interactive, but they also mentioned issues with unclear rules and game duration.

2. Do you normally like this type of game?

Most players indicated that they usually enjoy this type of game, especially those that can be played with friends.

3. What is a similar game you like better than bombsquad?

No specific similar games were directly mentioned, but some players expressed interest in other board games.

4. Would you be interested in playing again?

Most players said they would be interested in playing the game again, although some mentioned areas for improvement.

5. Would you recommend our game to your friend?

Many players said they would recommend the game to their friends, especially if they are interested in board games.

6. Why not?

For those who would not recommend it, they might feel that certain aspects of the game need improvement, or they personally do not like this type of game.

7. How much did you enjoy the game overall?

Overall enjoyment varied; some players enjoyed it a lot, while others were less satisfied due to certain challenges or confusion.

8. Anything does not make sense throughout the game?

Yes, some players mentioned that certain rules and mechanics were unclear, affecting their experience.

9. What did you wish to know before game start?

Players wished for more detailed rule explanations, role objectives, the impact of the timer, and how to effectively use action points before starting the game.

10. Did the game feel too long or short? Why?

Players had mixed feelings about the game duration; some felt it was too long due to dragging rounds, while others felt it was too short because there wasn't enough time to develop strategies.

11. Did you feel like anything gave an unfair advantage? What?

Yes, some players felt certain roles or card combinations provided an unfair advantage, or certain mechanisms favored experienced players.

12. Did you ever feel like lost interest or attention? When and Why?

Some players might lose interest or attention when rules are unclear or

rounds are too long.

- 13. What are the first 3 words that come to mind when you think about how the game made you feel?**

Tense, excited, competitive.

- 14. Was there any specific negative emotions? When and Why?**

Negative emotions occurred when players felt frustrated due to unclear rules or failure, or when they felt their role had little impact during the game.

- 15. Were there any specific positive emotions? When and Why?**

Positive emotions were felt when players successfully completed tasks, worked well as a team, or made progress in the game.