PLAYER JOURNEY MAP

Device: Keyboard · Gaming Experience: Guilty Gear Series, The King of Fighters Series · Highest achieved stage: Stage 83 (Survival C Course) The challenging HP management and limited rewards in the Survival C Course contribute to a high perceived difficulty (4-5/5) **✓ SUMMARY** Q. How likely are you to continue playing it? P10 ✓ EARLY STAGE (1~3) Struggled with HP management and point allocation in the Survival C Course; rewards after each stage felt insufficient √ MID STAGE (4~7) Kept facing HP challenges in the Survival C Course; rewards felt insufficient · Enjoyed the Story Mode's plot, visuals, and voice acting • All 11 Participants' Average: 2.6/5 Male, 34 ✓ LATE STAGE (8~10) Kept struggling with HP management and unsatisfying rewards in the Survival C Course · Practiced combos but rarely used tutorials and guides Day 1 Day 2 Day 3 Day 4 Day 5 Day 6 Day 7 Day 8 Day 9 Day 10 SATISFACTION KEY INDICATOR such as not recovering such as not recovering like not recovering HP HP after each stage HP after each stage and distributing points Played story mode to unlock characters and enjoy the narratives PERCEIVED DIFFICULTY EMOTION **FRUSTRATION** 5 5 4 3 5 CONFUSION 3 3 4 2 3 3 Survival C Survival C Survival C Survival C Survival C Story Survival C Survival C Survival C Practice Survival C Practice Story Story Practice Survival C TOUCHPOINTS Tutorial Mode Course Course Course Course Course Mode Course Mode Course Mode Course Mode Course Mode Course Clear as Clear as Clear as Clear as Get familia Unlock Unlock Unlock many many many many Improve Improve GOALS with the more more more stages as combo skills combo skills stages as stages as stages as controls character characters character possible possible possible possible PLAYER JOURNEY Enjoye Practiced Played Cleared Progressed Progressed the Survival C Stage 83 Played through the Played through the Played Played Played Played dubbing, Practiced Practiced **ACTIONS** and the learned Course Survival C (Achieved Survival C Survival C Survival C game while Survival C game while Survival C Survival C Survival C direction, Course Course (Cleared Course the highest Course Course enjoying Course enjoying Course Course and other overall Stage 11) stage) the story the story -ir s nara to lt's .HP -The visually disappointin It's difficult purchases challenging distinguish Using g that only to move on The HP are random The between combos in -Losing all challenging storyline is challenging The Al's challenging one reward to the next managemen hitting and real buffs upon stage with engaging, HP difficulty t after each PAIN POINTS being hit situations is HP reduced death managemen but the managemer level varies managemei stage -Point challenging -Only one clearing a after -The t after each dialogue is t after each significantly t after each managemer clearing a reward is stage in upgrades stage borina staae t in Survival practice Survival C don't feel given after Mode is significant each stage - Contract BASIC CONTROLS 3 3 **SKILLS** 3 3 3 3 2 3 3 2 2 COMBOS 3 3 3 2 2 2 2 2 3 CONVERSION 3 USAGE × × Used it habitually, not Used it as a reference **PURPOSE OF USE** N/A N/A N/A N/A N/A driven by specific needs when I forget something when I forget something when I forget something when I forget something