

Supplementary Materials S1: Questions about different aspects. The following supporting information can be downloaded at: <https://www.mdpi.com/article/10.3390/children9121991/s1>, questions about the application.

Number	Questions
1	Did you find it easy to pass the level?
2	Were the objectives set at each level difficult to achieve or too easy? Were they clear?
3	If you imagine for a moment that the app is yours and you had the power to change, improve or remove something, what would you do?
4	Would you like the App to have additional functions? Which ones?
5	What difficulties have you encountered when playing on the App?
6	At some point in the game you didn't know what to do or felt lost?
7	What did you like least about the app, and what did you like most?
8	Would you like the App to allow you to customise the design and appearance of your avatar? In other words, what should it have?
9	What did you think of the idea of moving around the game through a maze, would you change anything, and can you think of another idea that would be more fun and dynamic?
10	When you click on the avatar, what information do you think would be relevant to add in that section in addition to the steps?
11	Is the idea of playing in groups of maximum 3 people useful? Is the app focused on role-playing interesting or would there be another way to make it more fun?
12	Would you be interested in the App having the function of sharing your achievements and data on the network, would it be useful, in which ones?
13	Would you like to be able to talk to your group mates in-game via chat? Do you have another idea?
14	How did you feel when you were playing? What feelings did you have?
15	What do you think of the App and would you play again?
16	Would you recommend it to a friend?
17	Have you noticed any different behaviour than usual while playing the App? What is it?
18	Do you think this change is positive, negative or indifferent to your life and why?
19	Have you ever got tired of walking to get around or to pass different levels?

-
- 20 What do you think of the design, we want to know if you feel identified with this model-profile or what things you would change or add to the avatar. If the appearance of the game adapts to the age that is intended (14-15 years old).