**Global Conquest User Testing Interview**

1. Did you enjoy the game?
2. Do you like strategy games?
3. Although this is a prototype is there anything you would want to be smoother?
4. Is there anything else you think should be added?
5. What is the weaknesses about it?
6. What is the strengths about it?
7. Did the game take too long to play?
8. Was the difficulty the right balance?
9. How much would you be willing to pay for a fully developed game of this manner?