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| **How much time do you roughly aim to spend on a game/mission?** |
| 30 minutes |
| **Do you like to engage with story lines? How much detail should go into the storylines and is it a crucial aspect of every game?** |
| Storylines would help add to the game experience |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| Some strategies that work better than others mean that you end up repeatedly using it |
| **Does the design of a game addict you more than the gameplay itself? If it looks better and is easier to use, will it make you play for longer?** |
| It adds to the game but isn’t required |
| **If you could add new features to tower defence, what would you add?** |
| The enemies should be able to fight back, and not just die |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| Power ups ruin the game |
| **Tower defence games don’t tend to allow action during a game, but should this be a must or should we change this rule?** |
| No, we should be allowed to add stuff during the game. |

**Interview 1 Questions – Brian Feng**