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| **How much time do you roughly aim to spend on a game/mission?** |
| 30 minutes on tower defence, 15 minutes to an hour |
| **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?** |
| I think storylines are less important than the game mechanics however once the mechanics are completed if there is any time remaining it would be good to have a storyline. |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| Intentional limits on upgradability. Tower defence game levels should start off difficult, but become easier towards the end. |
| **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?** |
| No |
| **If you could add new features to tower defence, what would you add?** |
| Be able to upgrade indefinitely. You should have building times for towers to force you to think about the future. |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| Better to have tower types than powerups |
| **Tower defence games don’t tend to allow action during a game, but should this be a must or should we change this rule?** |
| You should be allowed to add stuff while the game is running. This makes the user more involved as instead of just looking at the screen realising defeat, they can react to it as well. |

**Interview 1 Questions – Michael Kuc**