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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?** |
| Storyline is not relevant  I just press the skip button anyway |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| They can often become repetitive |
| **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?** |
| Graphics are not really important for this kind of game. |
| **If you could add new features to tower defence, what would you add?** |
| Levels with different objectives rather than going ahead and kill them  “Kill ten of these things with a rocket launcher” |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| You could have one powerup in the entire mission to avoid the game becoming too overpowering. Maybe have reset times for the powerup? |
| **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 not be allowed as it makes the game too easy and avoids strategy |

**Interview 1 Questions – Miron Abhayasinghe**