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| **How much time do you roughly aim to spend on a game/mission?** |
| 15 to 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?** |
| They are not really important unless they are deeply integrated. Normally not everyone cares about the storyline, they just play it for the fun of it. |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| They become repetitive over time, you just sit there. |
| **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?** |
| The game mechanics are more important than the graphics etc. because if it looks nice but isn’t a good game, what’s the point? |
| **If you could add new features to tower defence, what would you add?** |
| Something to get the user involved during a round, such as a spike in Bloons tower defence. You should be able to aim with a mouse |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| Yes but there should be a balance, there can be a ton of powerups but that could make it unfair, some have hardly any. The powerups shouldn’t break 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?** |
| Yes but with some sort of delay in building times, emergency things should be allowed but deterred. |

**Interview 1 Questions – Nathan Wang**