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| **How much time do you roughly aim to spend on a game/mission?** |
| Any game – 1 hour Tower defence game – 1 hour as you can’t save your progress |
| **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?** |
| Don’t really care about story lines as long as the game is good and balanced. It should be a challenging game but not impossible – keeps the game interesting |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| It takes ages at the later levels and it just becomes a mess as everyone begins to die. Later levels have thousands of units which also takes ages for the levels to finish. |
| **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 strategy is more important – there should be multiple strategies that you can play your own way |
| **If you could add new features to tower defence, what would you add?** |
| All one route – have more than one route. The attackers should go through the safest place. |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| Yes powerups are good. One game he has played offers a nuke to kill all enemies if it gets too difficult, but it has a reset time. |
| **Tower defence games don’t tend to allow action during a game, but should this be a must or should we change this rule?** |
| Not turrets but emergency defences such as spikes. These should also be really expensive to put people off from buying unless its urgent. This makes the game more interesting |

**Interview 1 Questions – Oliver Wales**