|  |
| --- |
| **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?** |
| Quite a lot of detail  Storyline is most interesting part of it  Without it wouldn’t be good |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| Near the end when you cannot complete it and lose hope.  Always have an end to the game especially with the storyline |
| **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?** |
| Not really a simple UI will do |
| **If you could add new features to tower defence, what would you add?** |
| 3D Graphics |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| Yes it would be good as it adds to 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?** |
| Playing during the game would ruin the game |

**Interview 1 Questions – Praveen Murugathas**

**Make it non classical**