|  |
| --- |
| **How much time do you roughly aim to spend on a game/mission?** |
| Usually about an hour but I do two hours a day of gaming |
| **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 really enjoy storylines as long as we are allowed to deviate from it |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| It gets boring as the tower defence genre itself isn’t too fun |
| **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 match with the gameplay and action  Simplistic motion has simplistic graphics |
| **If you could add new features to tower defence, what would you add?** |
| Unfortunately not really |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
|  |
| **Tower defence games don’t tend to allow action during a game, but should this be a must or should we change this rule?** |
| When the gameplay commences, there should be no further input to make it a more tactical game |

**Interview 1 Questions – Vinayak Shastri**