**Appendix A – Interview Session 1**Summary of the interviews carried out in the first session

**Interview 1 Questions – Michael Kuc**

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| **How much time do you roughly aim to spend on a mission/game?** |
| 30 minutes on tower defence, 15 minutes to an hour |
| **Should the storyline be fully integrated into every part of my game?** |
| I think storylines are less important than the game mechanics. However, once the mechanics are completed, if there is any time remaining, it would be good to have a storyline. |
| **Should a mission last longer than a minute, or should there be speed options to help with this.** |
| Intentional limits on upgradability. Tower defence game levels should start off difficult but become easier towards the end. |
| **In terms of graphics, how important would you rate them to be in order to help make the game more addictive?** |
| Not as important as the game mechanics and gameplay itself |
| **What kind of features are missing from modern day tower defence?** |
| Be able to upgrade indefinitely. You should have building times for towers to force you to think about the future. |
| **Should the power up be one time use only or multiple uses?** |
| It would be better to have tower types than to have power ups. One use. |
| **Should the user be allowed to modify their defence during the simulation?** |
| You should be allowed to add stuff while the game is running. This makes the user more involved as instead of just looking at the screen realising defeat, they can react to it as well. |

**Interview 1 Questions – Miron Abhayasinghe**

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| **How much time do you roughly aim to spend on a mission/game?** |
| 30 Minutes |
| **Should the storyline be fully integrated into every part of my game?** |
| Storyline is not relevant. I just press the skip button anyway. |
| **Should a mission last longer than a minute, or should there be speed options to help with this.** |
| The game can become repetitive very quick so having speed options would allow the game to not become boring as quickly |
| **In terms of graphics, how important would you rate them to be in order to help make the game more addictive?** |
| Graphics are really important for this kind of game |
| **What kind of features are missing from modern day tower defence?** |
| Levels with different objectives rather than going ahead and kill them e.g. “Kill ten of these things with a rocket launcher” |
| **Should the power up be one time use only or multiple uses?** |
| You could have one powerup in the entire mission to avoid the game becoming too easy and overpowered. Maybe have reset times for the powerup. |
| **Should the user be allowed to modify their defence during the simulation?** |
| You should not be allowed as it makes the game too easy and avoids the strategy side of the game. |

**Interview 1 Questions – Nathan Wang**

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| **How much time do you roughly aim to spend on a mission/game?** |
| 15 to 30 minutes |
| **Should the storyline be fully integrated into every part of my 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. |
| **Should a mission last longer than a minute, or should there be speed options to help with this.** |
| They can become repetitive over time and you end up just sitting there so speed options would be useful in this sense |
| **In terms of graphics, how important would you rate them to be in order to help make the game more addictive?** |
| The game mechanics are more important than the graphics (and associated things) because if it looks nice but isn’t a good game, then what is the point? |
| **What kind of features are missing from modern day tower defence?** |
| 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. |
| **Should the power up be one time use only or multiple uses?** |
| One time use. There should be a balance as there can be a ton of power ups but that could make it unfair, and some have hardly any (if any at all). The power ups shouldn’t break or ruin the game. |
| **Should the user be allowed to modify their defence during the simulation?** |
| Yes but with some sort of delay in building times, emergency things should be allowed but the user should be discouraged from using these. |

**Interview 1 Questions – Oliver Wales**

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| **How much time do you roughly aim to spend on a mission/game?** |
| Any game – 1 hour tower defence game – 1 hour as you can’t save your progress |
| **Should the storyline be fully integrated into every part of my 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. |
| **Should a mission last longer than a minute, or should there be speed options to help with this.** |
| It can take ages at the later levels and it can become a big mess as everyone begins to die. Later levels have thousands of units which also takes ages for the level to finish so speed options are something that is key to the game. Without them, the game would be way too long and boring. |
| **In terms of graphics, how important would you rate them to be in order to help make the game more addictive?** |
| The strategy is more important – there should be multiple strategies that you can play your own way |
| **What kind of features are missing from modern day tower defence?** |
| Currently the enemies all follow one route – have more than one route. The attackers would go through the safest place. |
| **Should the power up be one time use only or multiple uses?** |
| Power ups are good and should be limited in use. One game I played offered a nuke to kill all enemies if it gets too difficult but because it has a reset time, it doesn’t ruin the balance of the game. |
| **Should the user be allowed to modify their defence during the simulation?** |
| Not turrets but emergency defences such as spikes. These should also be really expensive to put people off from buying them unless it’s absolutely urgent. This makes the game more interesting. |

**Interview 1 Questions – Praveen Murugathas**

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| **How much time do you roughly aim to spend on a mission/game?** |
| 30 Minutes |
| **Should the storyline be fully integrated into every part of my game?** |
| Quite a lot of detail should be put in. The storyline is the most interesting part of the game and without the storyline, it wouldn’t be as good. |
| **Should a mission last longer than a minute, or should there be speed options to help with this.** |
| Near the end, when you cannot complete the mission and begin to lose hope, it can become dull. You should implement changing speed to make it go quicker and not make it silly and boring closer to the end of the game. Always have an end to the game, especially with the storyline. |
| **In terms of graphics, how important would you rate them to be in order to help make the game more addictive?** |
| Not really, a simple User Interface is okay. |
| **What kind of features are missing from modern day tower defence?** |
| Make it use 3D Graphics and make it non-classical |
| **Should the power up be one time use only or multiple uses?** |
| One time use to make the game interesting – it really adds to the experience |
| **Should the user be allowed to modify their defence during the simulation?** |
| Playing during the game would ruin the game. |

**Interview 1 Questions – Vinayak Shastri**

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| **How much time do you roughly aim to spend on a mission/game?** |
| Usually about an hour but I do two hours a day of gaming |
| **Should the storyline be fully integrated into every part of my game?** |
| I really enjoy storylines as long as we are allowed to deviate from it |
| **Should a mission last longer than a minute, or should there be speed options to help with this.** |
| Tower defence as a genre is not that fun so it gets boring after a while. The mission time should be reduced as a result. |
| **In terms of graphics, how important would you rate them to be in order to help make the game more addictive?** |
| The Graphics should match with the gameplay and action going on within the game itself. I.e. Simplistic motion should be match with simplistic graphics. |
| **What kind of features are missing from modern day tower defence?** |
| I cannot think of any features that would help add to the genre of tower defence |
| **Should the power up be one time use only or multiple uses?** |
| The power ups should be one time use only to void making the game unbalanced |
| **Should the user be allowed to modify their defence during the simulation?** |
| When the gameplay commences, there should be no further input to make it a more tactical game |