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

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| **How much time do you roughly aim to spend on a game/mission?** |
| 30 minutes on tower defence, 15 minutes to an hour |
| **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 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. |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| Intentional limits on upgradability. Tower defence game levels should start off difficult, but become easier towards the end. |
| **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?** |
| No |
| **If you could add new features to tower defence, what would you add?** |
| Be able to upgrade indefinitely. You should have building times for towers to force you to think about the future. |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| Better to have tower types than powerups |
| **Tower defence games don’t tend to allow action during a game, but should this be a must or should we change this rule?** |
| 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 – Michael Kuc**

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| **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?** |
| Storyline is not relevant  I just press the skip button anyway |
| **What would you say is the biggest issue with everyday tower defence games which may bore you?** |
| They can often become repetitive |
| **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 are not really important for this kind of game. |
| **If you could add new features to tower defence, what would you add?** |
| Levels with different objectives rather than going ahead and kill them  “Kill ten of these things with a rocket launcher” |
| **Would you enjoy having power ups in a Tower Defence game (Explain power up ideas)** |
| You could have one powerup in the entire mission to avoid the game becoming too overpowering. Maybe have reset times for the powerup? |
| **Tower defence games don’t tend to allow action during a game, but should this be a must or should we change this rule?** |
| You should not be allowed as it makes the game too easy and avoids strategy |

**Interview 1 Questions – Miron Abhayasinghe**

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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**

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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**

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| **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. Make it non-classical. |
| **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**

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| **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)** |
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| **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**