**Hypothesis**

People like a cool story with comedy to pass the time, especially a long one to hold their interest.

RPG’s are in decline because of their complexity and over the top scripts, something simpler and with easier immersion can fix that.

Players would rather deal with ads than pay to have them removed.

People play mobile games to pass the time frequently.

Many people are growing tired of the current state of role playing games.

People will not pay money for the removal of ads.

**Backstory or jump right in?**

3 backstory

2 jump right in

1 both

**What do you want to see different?**

Less DLC – if there is don’t let it affect the game

Need a refreshing story

Less repetitive quests and more dynamic ones

**Synopsis**

Based on the information gathered from our test group we have come to find the following attitudes towards the topics of discussion. When it came to advertisements in the game, many declared them to be tolerable within reason but not really worthy of payment to remove. In terms of a story, the feelings were right around the middle. Roughly half enjoy a good story while the other is more into immediate action and chaos. To pass the time, the majority of those answering questions do in fact play games often on their phone. For changes that the group would like to see, most of the responses were related to massively multiplayer online games. They were still useful in the fact that they provide insight to the type of RPG many gamers typically enjoy. Based on the majority of answers, it is fair to conclude the every hypothesis was proven to be correct.