Hypothesis

Would you enjoy a compelling story driven game with timely installments to pass the time? Something like an interactive TV series full of comedy and quaky graphics? Oh yes

Do you prefer games that you can jump right into or do you need to be eased in with backstory and a formal setup? Why? I like both equally, as long as the story progresses in a way that there are no questions left unanswered.

If you used or played with an app every day that had ads shown frequently, would you…

1. Pay to remove them
2. Deal with it
3. Stop using the app

~ People play mobile games to pass the time frequently

What are the top 3 things you do on your phone aside from talking and texting?

Use social media

Play games and listen to music

Take and edit pictures

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

(If played RPG’s)

What are some things that you don’t like or want to see changed in (role playing) games?

Have end-game gearing less dependent on RNG and make it more of an achievement system

Have more events that involve the community actually playing the game instead of afking or Cash-events

Make questing more dynamic and interesting

~People will not pay money for the removal of ads

If there is a free game on your phone that you enjoyed that showed ads between levels or every 5 minutes to interrupt your gameplay; would it bother you enough to pay for removal?

Nah. The company would be earning money from me regardless, whether it’s out of my own pocket or the money generated from ads.