--Heaser Questions for Ben and Patrick, Friends, Interviewed together, Like Competitive and Completionist Games Respectively --

Q: What makes you want to play games:
A: To have fun and connect with friends and to distract oneself from problems. For competing with other people, winning, beating others, social environments to spend time with people

Q: Why would you HIRE a video game\
A: They are fun.

Q: Why are they fun?
A: They can be challenging when games are challenging not just puzzles or reaction speed, fingers in sync for rhythm games, room to be better and improve

Q: What can we implement to help people connect
A: Make it competitive, for sure for sure. CO-OP and competitive, the best of both worlds. Ben desires a difficult game, and Patrick prefers a social game

Q: How can we apply that to a pixel-based game
Great Gold Plating Ideas
A: Time challenges. Races. Modes like BTDBattles. You can't erase mode. Imagine something with 100 colors

Q: Any name ideas?
A: No

Q: What makes games effective at distracting you?
A: Engaging, suck your soul. A cool style outside the game. Like art. Being challenging. Games that immerse you into their world (story?). Become one with the video game thing. Like a movie but with INPUT

Q: Any late state features you would like?
A: Voice chat and messages. An ability to scan photos into the game

Q: Are you okay with this being a web-like Flash game instead of Steam?
A: Yes x3