

User interview questions

- How many levels should be included? I Would you like it to become progressively harder as time passes?
The game should be engaging, not too easy and progressively harder. It should last for 5-10 minutes
- Any mini games preferred?
Up to you but be consistent with theme
- Do you want to be able to save your progress?
Not at this stage
- Target audience? Students/Young adults?
Students
- Leaderboard?
Not necessary but it would be nice
- Sequential or parallel alien base attacks?
Up to you
- Should other parts of the game get harder?
Yes
- Settings?
Up to you but consider it as low priority
- Accessibility ?
High contrast version might be nice in the future but it's not necessarily needed as a feature
- How fast are the aliens relative to the fire engines? Different speeds?
The game should be engaging
- Can we buy items with points ?
Yes
- Accumulate wins for scoring?
No
- Can something be rebuilt after it has been destroyed?
No