

### FORMAT:

Talk to people about the game, what is my aim and how I will be conducting the interview.

### BACKGROUND OF THE GAME:

This is a game I am making. It is a 2D isometric tilemap game. There is a normal slashing attack and a normal ranged attack(bow & arrow).

The game has magic skills and normal skills. Magic skills cost more mana, they can't be instantly cast but they have a bigger effect(however at this point of the game they are being instantly cast). Magic skills also have elemental aspects to it. There are 4 elements(Star[light], Thunder[electric], Polar[cold], Scorch[fire]). Each element brings unique bonuses to the magic skills, like star skills have faster projectiles, lower cost, lower effect while scorch skills have higher cost, higher effects etc.

During the tests there will be a single magic skill("element" bolt) which fires an elemental bolt forward and 3 normal skills. These skills are boomerang slash, homing arrows and flicker strike(movement skill). I will not be explaining normal skills further in the paper as they are self-explanatory and are not the main focus of the interview.

The maps will be 2D isometric tilemap based areas, with elevation and obstacles throughout.

The enemies will only be using normal attacks.

Many, if not all, the sprites will be placeholders and players will be notified of this beforehand.

The players will be put in a training session first and they will try out each "element" bolt along with each skill. Players will have a menu to change which element is active for "element" bolt during training and playing.

The game is on a github page to play on browser for ease of access, if it doesn't work for users I will be able to send a build of the game to them.

### TRAINING OBJECTIVES & QUESTIONS TO BE ASKED TO CONFIRM THE TRAINING IS COMPLETE:

1. Making users comfortable with key mappings & skills.
  - a. Did you find a combo move during the training, what is it and will you use it often?
2. Making sure users understand how health, mana, cooldowns and items work.

### INTERVIEW OBJECTIVES & QUESTIONS THAT CAN BE ASKED:

1. **Finding out if people think the magic elements are balanced.**
  - a. Do you think this element's main damage dealer is overpowered or underpowered?
  - b. Do you keep playing with this element because it is overpowered or do you enjoy it much more than others?
  - c. Say you don't like thunder bolt, would you still use it if it zapped enemies around it as it travelled? Or say you don't like polar bolt, would you still use it if it froze enemies around it when it exploded?

2. **Finding out if people like how the magic elements look and getting feedback on magic elements' effects.**
  - a. (@After training) How would you rate the element effects visually? What makes you think this element is good/bad looking? What would you change about it?
3. **Finding out if people deviate from what they initially thought was the (visually)cooler element.**
  - a. (@While showing elements) Which one of the elements will you try first and which one will you try last, why?
  - b. Did you come to like this element more than before, why?
4. **Finding out if people like the controls and getting feedback on key mapping.**
  - a. (@During training) Does the controls feel natural? Are the skill buttons easy to use/press?
  - b. (@After training) Would you change any of the key mappings?
5. **FINAL interview**
  - a. What did you think about the magic skills and normal skills?
  - b. What was the worst thing about magic skills and normal skills?
  - c. Anything you want to say about the game that I have not given you chance to?
  - d. **(Optional) Getting new ideas for new magic and normal skills.**
    1. What comes to your mind when I say elemental magic effect?
    2. Anything that comes to your mind that would be a really cool skill?

Notes:

Make sure the answers are actionable, if not ask more about the subject

Make sure to tell the players to speak as much as possible when they are playing and give examples.