

## ***Plane Weaver-interview***

*Interview by Elena Shevchenko.*

**E.S.:** *What exact target group is your game addressed to? And what children can learn from your game when they play it?*

**Troels:** *First of all they can enhance the dexterity skills, like for instance become better gamers. Tell a better story for a game. There are rely is nor deeper moral in it. It is done to entertain. Just is pure entertainment.*

*I will not say they can learn a lot, but it is done completely without violence or death animations. I think that we can show that we can create a story that does not have to imply violence and it can still being a good story.*

**E.S.:** *Why did you name it as a "Plane Weaver"?*

**Troels:** *Because this main character Silky has to weave her way through the levels and use all her skills to complete it. And she could not do that as a normal person either as a spirit; therefore I did name it as such.*

**E.S.:** *Within a press-release for a game you used in a headline sentence, such as: "Small things could make a difference!" What small things could you mention in your game story that do make such difference and for whom?*

**Troels:** *the feeling we want to create: that you are such tiny grain of sand that able to destroy whole this machinery and you have to use your head and all your skills instead of using violence.*

**E.S.:** *Thank you for your interview.*