

## Conditional Sentences in Game Design

Complete each sentence using the appropriate conditional form (first, second, third, or mixed conditionals). Pay attention to the video game design terms provided.

**Example**

If the **avatar** (be) \_\_\_\_\_ more customizable, players would feel more connected to their characters.

**Answer:** If the **avatar** were more customizable, players would feel more connected to their characters.

1. If developers hadn't used a high-quality **engine**, the game's **physics** (not appear) \_\_\_\_\_ as realistic as they do now.
2. The game could have a smoother **difficulty curve** if the designers (balance) \_\_\_\_\_ enemy strengths more carefully.
3. If you encounter a **boss** at the end of a **mission**, what (you / do) \_\_\_\_\_ to defeat it without losing health?
4. Players would be more engaged if they (experience) \_\_\_\_\_ a well-structured **storyline** with multiple endings.
5. If the **HUD** had shown a low health warning, he (not lose) \_\_\_\_\_ the **mission** so quickly.
6. The **level design** (be) \_\_\_\_\_ easier to complete if the obstacles weren't placed so close to each other.
7. If the player character's **avatar** was less visible, the game (not need) \_\_\_\_\_ such an elaborate **camera** system.
8. Players would gain more **XP** if they (complete) \_\_\_\_\_ side quests along with the main story.
9. If there were more **event triggers**, the game world (feel) \_\_\_\_\_ more dynamic and unpredictable.
10. The **inventory** system could have been simpler if they (not include) \_\_\_\_\_ so many item types and categories.
11. If the game offered **DLC** with unique **skins**, players (be) \_\_\_\_\_ more likely to return after completing the main story.
12. The AI-controlled **NPC** characters (behave) \_\_\_\_\_ more realistically if their scripts were written with more conditions.
13. If the **open world** map had been smaller, players (not need) \_\_\_\_\_ such detailed **HUD** navigation.
14. The game (not be) \_\_\_\_\_ as immersive if they hadn't focused on the **environment** and sound design.
15. If the developers include more **procedural generation**, each playthrough (feel) \_\_\_\_\_ more unique.