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.

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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.

LIVEWORKSHEETS