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Subject: Re: Age groups: Graphics vs Gameplay  
Posted by [R315r4z0r](#) on Mon, 09 Nov 2009 23:59:41 GMT  
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I didn't forget story... it's just that it doesn't really play any factor at all.

You can't really judge a story's impact or entertainment value until you get all the way though it. Because of that, you can't use story to sway someone's first attraction to a game. (Unless you are looking into a sequel, in which the impact of the previous game will be what drives to the new game. Story would be a key factor here.)

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