

INTERVIEW QUESTIONS

Devanshi

Kylie

Sarah

Question #1:

What aspects of online games make them enjoyable for you, and how do those features enhance your experience? Can you give examples from games like Smash Kart, Subway Surfers, or COD that highlight these features?

Devanshi: "I enjoy fast-paced, action-packed games like Smash Kart and COD where I can challenge my skills and improve over time. Subway Surfers is fun because it's simple yet addictive, with easy controls and rewarding progression that keeps me engaged."

Kylie: "For me, games like Goldeneye and Battlefield are enjoyable because they have rich storylines and high-quality graphics. The realistic gameplay and detailed environments create an immersive experience. Multiplayer options also make it fun to play with others."

Sarah: "I like playing Dress to Impress and Subway Surfers because they're creative and let me customize things. The character design and options to personalize are key parts of what makes a game enjoyable for me."

Question #2:

Have you encountered games like *Papa's Freezeria* or other restaurant-themed games? If so, what did you find unique or interesting about them, even if you didn't play?

Devanshi: "No, I haven't played Papa's Freezeria because I've never seen it advertised. If I had seen it more, maybe I would

have given it a try, but I think action or strategy games are more likely to get my attention."

Kylie: "No, I haven't played it or really heard much about it before. It doesn't seem like it's popular or something I would come across on the types of game sites I visit."

Sarah: "Yes, I have heard of Papa's Freezeria because I've seen ads and have watched other people play it. It looked like it could be fun, especially if you enjoy games with creativity or food themes."

Question #3:

If you had the chance to play a sandwich-building game, what features would make it especially fun or engaging for you?

Devanshi: "I would enjoy it because I haven't played a game like that before. It would be interesting to try something new, and I think it would be fun if there were options to customize the ingredients or make specific types of sandwiches."

Kylie: "I think I might be interested in a sandwich-building game if it had different challenges or goals, like making certain sandwiches within a time limit. It would be fun in specific situations, like when I'm in the mood for a relaxing game."

Sarah: "Yes, I think a sandwich-building game could be interesting if it's interactive and has different levels or challenges. Being able to create different types of sandwiches with unique ingredients would make it engaging."

Question #4:

Imagine a game where you can switch between different roles, like chef, waiter, or manager. What do you think each role would add to the experience, and how would switching roles make the game more immersive or realistic?

Devanshi: "I would enjoy having the option to switch roles because it would make the game feel more complete. As a chef, you could focus on making the sandwiches, while as a waiter, you could take orders and manage customers. It would add more depth and variety to the gameplay."

Kylie: "I think it would be cool to switch between roles, especially if each role came with its own challenges. For example, as a chef, you would have to make sandwiches quickly and accurately, and as a waiter, you could interact with customers and help them decide on their order. Switching roles would make the game feel more realistic."

Sarah: "I would like having different roles in the game. Being able to switch between waiter and chef would make the game more immersive because you'd get to experience both taking orders and preparing food. It would keep the gameplay interesting and allow you to try different tasks."

