

General Questions

- 1. What inspired you to create Pysnek?**
- 2. How did you decide on the educational themes related to SDG 3?**
- 3. What feedback have you received from playtesters, and how have you incorporated it?**
- 4. How do you plan to market Pysnek to your target audience?**
- 5. What platforms do you plan to launch the game on?**
- 6. Are there any similar games, and how does Pysnek differentiate itself?**
- 7. What are the main challenges you faced during development?**

Technical Questions

- 1. What programming language and libraries did you use to develop Pysnek? Why did you choose them?**
- 2. Can you explain how the game loop works in your implementation?**
- 3. What specific algorithms did you use for collision detection, and how do they work?**
- 4. How do you manage state transitions (e.g., from playing to game over)?**
- 5. How is user input handled, and what libraries or functions did you use?**
- 6. What data structures did you use for storing the snake's position and food items?**
- 7. How do you implement the speed increase in Easy mode while keeping performance in check?**
- 8. Can you describe how you generate and select riddles when the player dies?**
- 9. What methods do you use to ensure smooth rendering and performance during gameplay?**
- 10. How do you plan to implement multiplayer features, if at all?**

Future and Improvement Questions

- 1. What are your plans for scalability as your user base grows?**
- 2. How will you handle potential bugs or issues post-launch?**
- 3. What new features or expansions are you considering for future iterations of the game?**
- 4. How do you plan to keep the educational content relevant and updated?**
- 5. Are there any metrics you will track to gauge player engagement and learning outcomes?**

Feedback and Community Engagement Questions

- 1. How will you gather and analyze player feedback after the game is released?**
- 2. What strategies do you have in mind to build and maintain a community around Pysnek?**
- 3. How will you encourage educational discussions among players regarding health and nutrition?**

Monetization and Business Questions

- 1. Have you considered any monetization strategies for Pysnek? If so, what are they?**
- 2. How will you balance monetization with keeping the game accessible to players?**