

Research Questions:

1. How can in-game incentives (like rewards for completing races, achievements, or limited-time events) keep players motivated without detracting from their core experience?
2. Do existing games prioritize car collection as a core feature? How do they encourage players to build, showcase, and personalize car collections?
3. What do players find repetitive or boring in these games? Are there certain gameplay elements or modes that they stop using after a while, and why?
4. Are there any games in particular that you have played and have found any interesting features that made you want to play more often?
5. What features do you think make a car racing game enjoyable?
6. How important are graphics and sound design to your overall experience?
7. What games have you played, what console and what kept you interactive.

Interviews: Mehki (18), Mason(17),Adner (17), william(17)

Mason:

1. There should be a motive for a player to keep wanting to play the game, like the rewards are a motive.
2. A lot of the car collections are more of a progression shown and with that you use that to increase the money and in other words "the more you play the game the more money you get and increase the collection to buy more cars and parts".
3. A lot of games love racing and tournaments but the side missions and having to do tasks in order to do those will be boring to some players in a way .
- 4 . The storyline for need for speed was interesting and kept it interactive. The more a game adds a chapter to constantly it limits a player to spend on the current version they got.
5. Customization is a big thing. It brings the player to want to keep coming back. And even after a break it brings back a players thought to come back and see what theyve worked on before.
6. If no realism is there nothing is interesting. The maps and graphics can just bring them more inspo. But then realism in noises and maps are very important.

Mehki:

1. Storyline is to be more interesting, and the goals are also a bigger need.
2. They encourage the player to have it as a realistic goal and motivation.
3. Games with no storyline and no goals there's no fun to it for just racing the same car. Its all just set to do one job.
4. Bringing back any old features after bringing in new chapters/updates its also hype to those players.
5. More realism in the car noises and storyline. The realism in a car is a need . As well as the real feel of the game.
6. Graphics and sound are also very important and realism is a feature that brings more interested players.
7. Consoles like xbox 360 is better for past games and wii ,ps3,ps4 isnt as bad but not recommended. Ps5 would be great for this generation because of graphics and is more common, As well as a simulator and vr to learn and feel the feel and make the realism feel more real.

William:

1. They can help add by giving the rewards and things to move forward. As another option then the basic.
2. They are prioritize but they make certain cars faster and features for each car different so it makes it rare and makes a player want to play more to get better and unlock these cars
3. When same challenges or mode are repeated in order to move on can bored someone out.
4. Need for speed was a game played more often adn the realism of it kept it interactive, like increasing the bounty and stuff .
5. Good graphics,good rewards,good goals
6. Graphics and sound are very important. It determines the mood and energy of the game.
7. Shortcuts and little interactions within the game help a lot. The build of the game,the real feeling of it, the goals of it.