Research Questions:

1.How can in-game incentives (e.g., rewards for completing races, achievements, or limited-time events) keep players motivated without detracting from the 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.

5.