**GR Interview Task: Q & A**

**1. What made you choose the course you did? Did it live up to expectations and do you think it gave you enough opportunity for practical hands on development.**

**2. What technologies in our industry excite you at the moment? Have you played around with any of them and what advantages do they bring to the table.**

**3. We create games with a focus on mobile first development. What considerations do you have to take into account when developing a game which will be played on multiple target platforms and devices?**

**4. We create games for a mobile generation. Looking at any of our games Slingo Extreme/Slingo Riches/Slingo DOND/Slingo Boom. How do you see us improving the experience for our customers?**