

Objectives

- Discover key moments and pain points in Buggy
 - Understand key strategies for drivers and pushers
 - Reveal skill-building and collaboration between drivers and pushers
 - Understand general attitudes towards driving games
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Questions

General:

1. What is your experience with Buggy?
 - a. How much time have you done Buggy for?
2. What is your role in Buggy?
 - a. What do you like/dislike about your role?
 - b. What does your training entail?
 - i. What do you need to get good at?
3. What got you interested in Buggy in the first place?
 - a. What do you think generally gets people hooked in Buggy?
4. What kept you interested? / Why did you do this for X time?
5. What's the essential experience of X in Buggy? / How do you explain it to other people?
If you had to boil it down.
 - a. Driving/Driver:
 - b. Pushing/Pusher:

Race Day:

1. What's most important in a Buggy race? / Which elements definitely need to be there to read as a Buggy game?
2. What are key moments of X?
 - a. Driving:
 - b. Pushing:
3. On Race Day (you can close your eyes):
 - a. What do you see?
 - b. What do you hear?
 - c. What do you do?
 - d. What do you think?
 - i. What are your frustrations, fears and anxieties?
 - ii. What are your wants, hopes and needs?
4. What's most fun during Race Day?
 - a. What's not fun?
5. What are winning strategies for X?

- a. Driving:
- b. Pushing:
6. How do you feel about the course?
 - a. Could you walk me emotionally through the course. Ex. what are the emotions you experience on Hill 1 + 2, then Freeroll, etc.?
 - b. Which part of the course is most interesting?
 - c. Stressful?
 - d. Fun/exciting?
7. How do you mentally or physically prepare for Raceday?
8. What does the collaboration between driver and pusher look like?
 - a. What makes it successful/unsuccessful?
 - b. What have been the best driver & pusher matchups and what made them that way?
 - c. What have been the worst?
9. What are you looking for (signs, giveaways) when you're trying to decipher who's going to win (ex. If the driver took too hard of a turn at the chute, etc)?
10. If you could change anything about Buggy, what would you change?
 - a. Make better?
 - b. Make more fun/exciting?

VR Buggy Game:

11. Do you play / have you played racing games?
 - a. What do you think a VR Buggy game would look like?
12. Who do you think would be interested in trying out a VR Buggy game?
13. What would you like to experience in a VR Buggy game?
 - a. Which elements definitely need to be there to read as a Buggy game?
14. Which historical buggies would you be interested in seeing in the game?
15. On a scale of 1-5, how much would you like to learn more about historical buggies?