



Car Games Test Assignment

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If you are more comfortable signing an NDA with us, please download [this](#) draft, fill it out, sign it, and send it to us for our signatures. Then, proceed with the assignment.

Play our Top Car Driving Game(over 50 million downloads) here [Android Link](#)/ [iTunes link](#)

Now, play our top competitors games- [Car Parking Driving School](#) & [Car Parking Multiplayer](#)

1. Tell us 5 FEATURES on how you would improve the game.

Create a simple Google slides PPT (NOT PDF) with screenshots that explain what happens in the game and what you would like to do to improve/enhance/add to gameplay. Explain each feature with the benefit it brings to the game. Focus on improving game plays, immersion and features ideas we could add to make our top car game shine! The more detailed the explanation, the better. (Don't mention stuff like "Get Branded Cars etc)

2. Imagine we need to sell and add a Fuel Station in the Game. Now, we don't need fuel to drive the cars around. We've noticed that when we deplete fuel and ask players to pay (via coins or even ads), they don't like it and drop off. They related to damaging the car while driving but not adding fuel.

Having said so, players still demand a fuel station! So, what would you offer that satisfies this need and yet doesn't offend players?

Prepare a DETAILED FUEL STATION feature plan Google slides PPT (NOT PDF) for this thinking of ideas, scenarios and of course, monetisation.

Before you start, carefully read and review these documents of ours that we use to define game requirements fondly called Click By Click or CBCs. This one was used for creating a Mini Map in our Driving Game [Driving Game - Adding a MiniMap](#).

Be sure to CAREFULLY review these documents BEFORE you attempt the question above. We take our documents and attention to detail very, very seriously!

Good luck!