**Questionnaire for the module "International Game Studio"**

1. **Name of the project** Bauhaus Racer

**2. Members**

Maria, Philip, Erik, Shingo, Kousuke, Mareike

1. **Frequency of meetings** Once a week
2. **Game goal/ brief insight**

1 level of a fun and fast Racer in the style of Bauhaus. The player drives the car through color showers, so that the car changes it's color. According to the color theory, the colors can be mixed to secondary colors. On the track there are several shortcuts blocked by a colored barrier. The car can only pass the barrier when it has the right color.

1. **Motivation of participation** I wanted to know how it is to work in an international team. I wanted to improve my programming skills and learn to develop a game in a team (Before I only did game-jams and mini-games by myself).

**6. Have all initial criteria been edited?** There are only a few nice-to-haves missing.

**7. If not, what has not been implemented?**

Car driving on the wall

**8. What new skills did you acquire?**

develop a game in an team, programm a car controller, work with the unity input manager, (a lot of other small things in unity), how the working culture in japan looks like

**9. What did you expect from the module?**

learn how japanese students work, develop a good game

**10. What were the problems?**

little participation of the team members (rare feedback), the japanese didn't understand everything, talked only when they were directly addressed and didn't participated in feedback processes and they did'nt really use the project management tools and google drive

**11. How did you solve these problems?**

Maria (project manager) constantly asked them to use drive, trello,... and to give more feedback and participate more

**12. What did you like most about the module?**

being part of a great team with good skills

**13. Would you recommend the module?**

yes

**14. Do you intend to publish or continue to work on your game?**

I don't know. It depends if our project is chosen to be part of the exhibition