

## Lua for Modding Questionnaire

Thank you for taking the time to fill out this questionnaire!

In general, how experienced are you with programming? \*

	1	2	3	4	5	6	7	8	
Beginner	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Expert

How experienced are you with Lua? \*

	1	2	3	4	5	6	7	8	
Beginner	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Expert

Which games do you develop Lua mods for? \*

- ☐ World of Warcraft
- ☐ Civilization VI
- ☐ Civilization V
- ☐ Garry's Mod
- ☐ Factorio
- ☐ Binding of Isaac
- ☐ Roblox
- ☐ Other...

For each of the games you selected above, please comment on whether or not Lua is a suitable scripting language for that game. \*

Long-answer text

What do you like or dislike about developing mods in Lua? \*

Long-answer text

Are there any features from other programming languages that you miss when coding in Lua? \*

Long-answer text

Can you think of any extra support that would help with mod development? \*

Long-answer text

Do you have any other comments to add?

Long-answer text