Evaluation Questionnaire

Name:

Jim van Kouwen

Did you enjoy using the game engine?

Yes, it was a lot of fun!

Did you find using the game engine to be intuitive?

Having coded Lua in other game engines this all came very natural to me. The provided examples provided everything I needed to know to get started.

Did you find it's feature set to be complete?

Although the engine provides everything you need, you do need to implement some generic things yourself that would have been nice to be provided, like a vector library in Lua or additional functions to look up game objects.

Would you need the support of a technical person to be able to use the engine?

Not at all.

Was the engines API consistent to use?

Yes.

Would you imagine that most users of the engine would find it easy to learn how to use?

For me the examples made it easy. Inexperienced developers might need a bit more documentation.

Did you need to learn a lot before you could get going with the engine?

No.

Would you use this engine to prototype a 2D game?

Yes, I think this is very suitable to quickly whip up a concept and trying things out.

Are there any features that you thought should be included?

As above, 2d vector functions and math, and ways to look up game objects. All is possible to implement myself but since everyone will need this it would be nice to be provided out of the box.

If you have any further points you wish to put forward, please write them below.

It was a lot of fun working with this engine! I would like to thank Cyrus for his efforts. When I had a few requests he was able to implement them quickly.