

Evaluation Questionnaire

Name: Henry Gibson

Did you enjoy using the game engine?

Yes, I have tried several times before to make a simple game in a 2D game engine, but there has always been so much initial setup required and initial knowledge, that I've always given up, however with this I was able to very easily get things working.

Did you find using the game engine to be intuitive?

Yes, it was extremely easy to get started, zero initial set-up required. Lua was really easy to use, based on my limited experience with MATLAB and Python for engineering applications.

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

I was able to do everything I would expect from a simple 2D game engine, I feel that any further functionality would be easy to make within the .lua file.

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

I think that anyone with a basic understanding of programming (not necessarily experience) would be able to use the engine, any questions regarding lua syntax can easily be found online.

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?

Yes

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

Definitely not

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

Yes

Are there any features that you thought should be included?

Maybe more support for different screen sizes

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