**Software’s Study/Experience**

Hello, thank you for testing the software and for giving your feedback.

The software is still unnamed and is an alpha version of the version 1.

The missing features are:

* Complete scene management
* Linux support
* Physic support
* Particle systems are still in development
* Development tools for materials and filters creation are still in development (I mean uses of shaders)
* Audio management
* Animators & Scene Nodes & Loaders plugins (others are ready)
* Animators are still in development
* Manual animation of animated objects is still in development
* “Undo”, “Redo”, etc. are instable so they are disabled here

The goal of this study is to determine how you find the user experience while using the editor. Fiona and me are French and find the indie game developers world too expansive to develop powerful video games. The package includes a Win32 & Mac OS X version of the editor + some test projects + some test 3D models found on the Internet. If any time you know an artist in lack of creation, we will be happy to accommodate him and give him his lack of creation.

You’ll find the document “documentation.docx” that is the summarized documentation of the editor with a description of what the Version 1 of the Editor and its API will make you able to do.

All the comments and impressions are welcome.

Thank you again for testing and have fun! ☺

**Question 1: How do you find the user experience? Do you have more ideas in order to make your experience better?**

**Question 2: Do you find the concept of the main window that is the “quick build” part of the editor useful or must be hidden as default? (The “Others” section in the scene graph is going to be the free management of the scene).**

**Question 3: Have you encountered bugs that made the use of the editor impossible or annoying?**

**Question 4: What do you think about the non-format owner and the non-limitation concepts? I mean creating everything you want using plugins. Do you find it attractive?**

**Question 5: About the user interface, do you find it clean, user-friendly, etc.?**

**Question 6: All in all, what do you think about this editor and its power? Do you find it useless for you? Are you interested about? Are you waiting for the Version 1 to make your opinion? Any other comment is always welcome.**

Questions de Fiona ici