Game Project Anonymous Evaluation

Please fill out the questionnaire AFTER you have handed in all of the other parts of the project (including your “private” post-mortem).
Please fill out this questionnaire (but do not put your name on it), put it into an envelope, put your name on the envelope, and return it to the professor or TA by April 12th - bringing it to class is fine).

Most questions are a 1-5 scale.

Overall:
Was this project a good idea? (1=no, 5=definitely, do it again) 1 2 3 4 5
Did you enjoy doing it (1=it was torture, 5=very much) 1 2 3 4 5
How much did you learn from it? (1=nothing,5=a lot) 1 2 3 4 5
Was it worth the amount of effort you put in? (1=no, 5=yes) 1 2 3 4 5

Self-Evaluation:
How happy were you with your teams’ result? (1=not at all, 5=great) 1 2 3 4 5
How happy were you with your own performance? (1=not at all, 5=great) 1 2 3 4 5
(please answer the next 2 on an A-F scale) 1 2 3 4 5
If your entire team had to get the same grade, what would you give? 1 2 3 4 5
If you were graded independently, what grade would you give yourself? 1 2 3 4 5

Which parts of the project did you think were good?
(1=terrible, 5=great – definitely do it again next year)
Having to make a complete, playable game 1 2 3 4 5
Giving an open design space and choice on what to make 1 2 3 4 5
Giving a bounded project duration 1 2 3 4 5
The 2 person design exercises 1 2 3 4 5
In-class discussion of designs 1 2 3 4 5
Design Critiques (everyone looking at other people’s ideas) 1 2 3 4 5
Having project teams assigned 1 2 3 4 5
Working on teams of size 4 1 2 3 4 5
Having to spend a week designing before writing code 1 2 3 4 5
Having set milestones along the way 1 2 3 4 5
Having other people playtest your game 1 2 3 4 5
Playtesting other people’s games 1 2 3 4 5
Having to do a retrospective at the end 1 2 3 4 5
Having to evaluate your team members 1 2 3 4 5
Having to put all the documentation on the Wiki 1 2 3 4 5
Having to use CVS 1 2 3 4 5
Here are some things we did not do (but thought about)
(1=bad idea, keep the current way, 5=good idea, try it next year)

- Giving you a specific genre of game to build: 1 2 3 4 5
- Giving you the game design to implement: 1 2 3 4 5
- Letting you pick your own team: 1 2 3 4 5
- Having smaller teams (1-2 people): 1 2 3 4 5
- Having larger teams (5-6 people): 1 2 3 4 5
- Forcing teams to keep regular logs on the Wiki: 1 2 3 4 5
- Cancelling lectures to give teams time to have meetings: 1 2 3 4 5
- Forcing a feature freeze: 1 2 3 4 5
- Forcing a code freeze: 1 2 3 4 5
- Doing the project earlier in the semester: 1 2 3 4 5
- Doing the project at the end of the semester: 1 2 3 4 5
- Each group having to assign roles (manager, lead, …): 1 2 3 4 5

Some other questions:
- Were the expectations of you made clear? (1=no, 5=yes): 1 2 3 4 5
- Were the expectations of you reasonable? (1=no, 5=yes): 1 2 3 4 5

Did you adhere to the “no coding before your design is approved”? (yes/no)
Did you adhere to the code freeze before the playtest? (yes/no)

This year, the project was a 5 week exercise. If we do it next year, how long should it be?

Here are 6 open ended questions that we’d like your thoughts on:

- Please answer on a separate piece of paper.
- 1. What do you think we did right in designing this project?
- 2. What do you think we did wrong (and should fix)?
- 3. What suggestions would you have for how to do things better?
- 4. What could the instructor/TA have done to make the project better?
- 5. How did this project compare in terms of amount of work to other classes?
- 6. How did this project compare in terms of amount you learned compared to other classes?