

Development of Video Game Engines

* Required

1. Why did you create (collaborate with) the engine project? *

Check all that apply.

- To help me to create a game
- To learn how to build an engine
- To have the full control of the environment
- Because the existent engines do not provide the features I need
- Because I wanted to work with this especific programming language
- Because the licenses of the existent engines are too expensive
- Other: _____

2. Have you ever wrote code for a traditional software, not related to games, like web app, phone app, desktop app, etc? *

Mark only one oval.

- Yes
- No

3. How similar do you think writing a Video Game Engine is compared to writing a Framework for traditional apps (like Vue, Laravel, Rails, Django, and Spring-boot)? *

Mark only one oval.

	1	2	3	4	5	
Very different	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very similar

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