

# Project 1 Feedback

Name \_\_\_\_\_

1. Are you happy with the game you produced? If not, why?
2. Do you feel that you gained an understanding of the stages of the software development life cycle?
3. Did you practice risk analysis on this project? If so, did you find it useful?
4. Was the pacing of the project ok?
5. Do you feel that the focus on games is beneficial to the course?
6. Please offer any suggestions you have about improving project 1 for the future.

7. Please offer any suggestions you have about improving the class this semester.
  
8. In order to assist in individual grades for project 1 please answer the following:
  - a. Distribute a total of 10 points to your teammates (excluding yourself) based on their contributions to the project. (To be clear: Joe= $x$  and Betty= $y$  where  $x$  and  $y$  are non-negative real numbers that sum to 10.)
  
  - b. If you feel comfortable, please distribute 10 points to your teammates and yourself based on contributions to the project.