

1 Study protocol

1.1 Questionnaire before performing the tasks

1. Which courses in programming have you taken?
2. How well do you know the programming language Java?
3. What is your experience with software development? Describe briefly.
4. Do you have any experience in code review?

1.2 Tasks to solve during the study

1. Go to pull request “#15 handle key input for the bird”. On line 44 in `Bird.java`, what does the name `yvel` mean?
2. Go to pull request “#18 added pause ability”. On line 7, what happens if `paused=true`?
3. Go to pull request “#19 clean up”. On line 44 of `src/Bird.java`, where is the variable `y` declared?
4. Go to pull request “#21 rotate bird based on `yvel`”. On line 44 of `src/Bird.java`, what is the first value of `yvel`?
5. Go to pull request “#23 Pipes”. In `src/Game.java`, when does the game restart?
6. Go to pull request “#25 Added score functionality”. In `src/Game.java`, when does the attribute `gameover` become false?

1.3 Closing interview questions

1. How was your experience using this tool?
2. Do you see that this tool might be useful somehow?
3. Is there some feature in the tool that you miss or would like to have?
4. Is there anything else you’d like to add?