

# Peragro Tempus: Orientation.

You've downloaded a file that is going to contribute to making Peragro Tempus a thriving, well-developed Multiplayer Online Role Playing Game. We are curious as to what makes you want to work for Peragro Tempus, what your future plans are, how you feel about the current progress and what you think should/could change. In this document you will find a list of questions that may sound strange or downright rude to you. But we ask you to fill it in in all honesty and in detail as it will help us bring this project on good tracks and it will certainly contribute to any future development we may be planning. We thank you for taking the time to fill this in.

\*What is your name, age, nickname and current job on Peragro Tempus?

\*Are you content with the job you are doing? If not what do you think could help change that?

\*How do you feel about current development? Do you see progress or are you frustrated?

\*Describe in 3 words what Peragro Tempus is to you.

\*Do you have any other skills besides the current job you have with us? No matter how slight these are, would you like to develop them?

\*Does your current personal situation related to job, family, etc conflict with the amount of time you can spend developing on Peragro Tempus?

\*How many hours are you able to put in weekly into developing?

\*Is there a certain aspect about the project that annoys you, if so what is it and what would you like changed?

\*How do you feel about weekly meetings?

\*How does Peragro Tempus look like to you in 5 years? How far will it have progressed?

\*Do you feel you can contribute seriously and on a time schedule? Can you work according to a hierarchy?

Your answers will **remain confidential and will not be discussed without your consent.**

Mail this document along with your answers in bold to [jekkarps@hotmail.com](mailto:jekkarps@hotmail.com).

Again, thank you.

-Jekkar (Nick Bastin), art-director.  
Peragro Tempus.