

<b>Unit Name:</b>	Level Design Fundamentals
<b>Assignment:</b>	Game Level and Report
<b>Courses:</b>	BSc Games Design
<b>Student:</b>	<b>Nick Speedie</b>
<b>Marker:</b>	Pete Allen
<b>Mark:</b>	<b>87%</b>

## Unreal Engine Map (60/70)

### Materials

Material usage is very good in this map, you have a variety of materials used in different places but all look like they work well in the environment. I see no issues with material distortion. The water looks very bright in some places compared to its surroundings though,

### Lighting

Lighting is very well done in this map, there are one or two places where it's a bit dark to see what you are doing though. Good use of different light types to get both interior and exterior lighting to work, and good that you got the outside light coming in through the cave.

### Theme

Your theme has been followed very well both in terms of the visual style of the map and also the game mode that this is intended for, well done.

### Meshes

Great static mesh usage throughout the level, everything looks nicely detailed and fully populated. Good amounts of decoration/clutter are present in the map too which helps it look a lot more like a real environment.

### Aesthetics

Good use of special aesthetic effects like particles, and also good that you stop the player going out-of-bounds with kill planes, although there are places where you can get killed and never respawn (default UE4 world Kill Z Distance probably causes this).

## Blueprint (19/20)

### Theme

Great that you went as far as making some AI enemies for the map, this suits the game very well. Stamina system is working well too, so are the other things like teleporter, doors, key system, etc.

### BP Errors

Blueprint sometimes throws an error about accessing a variable that is set to "none" when the game exits, this can be guarded against by using an Is Valid node on the variable before accessing it.

### Report (8/10)

Good report that gives a lot of detail about the development of the map. Good that you provide layout diagrams, reference images, and images of the map itself. Good that you go over the map theme and game mode too.