



**Creative Technology Department AY2022-2023**

**Assignment Mark and Feedback Sheet**

**Level 5 Game Studio Project**

**Unit Leader: David John QA: Glyn Hadley**

**Marking Team: David John, Leigh McLoughlin, Will Baker,  
Michael Smith**

**Assignment 1 of 1**

**Group Work Mark, worth 85% of unit**

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<b>Group:</b>	<b>B</b>
<b>Team Members:</b>	Basham Joel Bokor Gabriel Harvey Brandon Klebek Tomasz Mannelli Isabella Melim Michael (Producer) Patanarachadapong Chutipong Smith Tj Speedie Nick Taylor Thomas Wisdom Holly

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### **Mark Breakdown**

<b>Group Work Mark</b>	<b>Weighting:</b>	<b>Your mark as percentage:</b>
<b>Project Plan</b>	<b>10%</b>	<b>75%</b>
<b>Report Template &amp; Reports</b>	<b>5%</b>	<b>65%</b>
<b>Technical Design Document</b>	<b>15%</b>	<b>62%</b>
<b>Game Design Document</b>	<b>15%</b>	<b>78%</b>
<b>Vertical Slice Demo</b>	<b>40%</b>	<b>70%</b>
<b>TOTAL (Weighted out of 85):</b>		<b>59.75 / 85 = 70.29%</b>

This mark and feedback sheet is for the group work component, which is shared between all team members except in cases of individual moderation. The individual mark is generated through the moderated peer assessment process and the combined mark is published separately for you as an individual on BrightSpace.

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## Feedback and Feedforward

### VSD

The game features an interesting concept of a first-person fantasy shooter where the player assumes the role of an Elf trying to reunite with their family. It's commendable that you have developed all the assets for the game and much of the concept itself appears well developed. Aspects of the concept of the game felt slightly disjointed, however, as it was unexpected to find it as a wave-based game. The game would benefit from more challenging elements to create more of a sense of accomplishment for players. Consider introducing additional obstacles or enemies that require diverse strategies to overcome. It may also be more appealing to have a stronger emphasis on action, adventure, and narrative elements.

The behaviour of the goblins could have been further developed. Currently, the goblins move as a synchronized group, which diminishes the visual quality and makes it easier for players to evade them. Varying their speed and paths would make their behaviour more realistic and challenging. Implementing a flocking algorithm or cohesive group dynamic would make it more challenging for players to evade them and enhance the overall experience.

While the archery mechanics are engaging, it would be more immersive if the game displayed arrows and included a pull-back motion for the bow. The archery mechanics have potential to be a focal point of the game. You could explore ways to expand on this aspect and create more engaging and skill-based gameplay centred around archery.

The inclusion of magic and other special abilities, such as setting goblins on fire, adds variety to gameplay, which is appreciated. It feels like a lot more could be developed here to set out a more varied gameplay experience.

The user interface implementation is satisfactory. It could benefit from more refinement and further attention to detail and cohesion to create a seamless and intuitive experience for players.

The climbing mechanic introduced at the beginning of the game is well-implemented. It's unfortunate that it wasn't utilized more throughout the gameplay. Given the effort put into developing this mechanic, it would have been great to see more opportunities to engage with it.

The fact that goblins couldn't climb limited the challenge they posed to players. Introducing climbing abilities for enemies could increase the level of difficulty and strategic decision-making in the game.

The wave system itself seemed to have a few bugs, often progressing to the next wave without eliminating all the enemies. Additionally, there were instances where the game would abruptly end without fulfilling the objective, making it feel more like a timed challenge rather than strategic combat.

The use of meat as collectibles appears out of place within the Elvish theme of the game. Consider exploring alternative collectibles that align better with the game's overall concept.

It's a shame that the second level was cut from the VSD, as it could have added value to the game and provided a more comprehensive experience for players.

The map design is functional and would benefit from greater excitement for exploration. Consider incorporating more visually captivating elements or interactive elements within the environment to make it more enticing for players to explore.

It's evident that your team has put in a lot of effort, with a substantial number of art assets and a well-executed climbing mechanic. However, the overall concept and art style of the game require further development and cohesion. Collaborating with artists for art direction would greatly benefit the project if it is pursued further.

### Project Plan

Overall, a strong effort on your project plan. Here are some feedback points to consider:

- The Gantt chart provided is slightly difficult to interpret due to the printout, which seems to be a limitation of the system used. It would be helpful to have a clearer version for better understanding.
- The project plan demonstrates a lot of detail, including milestones and dependencies. However, it's important to keep the "big picture" in mind and avoid getting lost in the specifics. Ensure that the overall vision of the game remains visible throughout the planning process.
- The resource allocation information is spread across three documents. While it's understandable that updates may have been made based on team members' availability, it's essential to distribute the workload more evenly in a normal situation. This approach ensures effective collaboration among team members and prevents any one person from becoming a bottleneck.
- It's evident that a high degree of planning has been applied, including the use of planning software. This level of detail is commendable and shows a strong commitment to project management.
- It's worth noting that the project plan seems to focus only on the VSD and not the entire game. To successfully meet the project's objectives, ensure that the plan encompasses the full game and all its intended features.

### Reports & Report Template

*(Please note that grades and feedback reflect the articles submitted rather than what was verbally presented at the director's meetings)*

- The weekly report template was submitted. The template reserves slides for the team task completion page, a work share graph, and slides for the progress of individual team members.
- Reports were submitted for 9 out of 10 meetings. No report was submitted for the week that the assignments for other units were submitted.
- The structure of the reports were fairly consistent with a calculation of group progress and then a summary of the activities performed by each individual team member.
- Progress presented includes concept art, sketches, programming design documentation, 3D asset creation, texture, and game engine level progress.
- The relative input from individuals were inconsistent. Individuals were not always able to submit images of their work in time to be included in the weekly report.
- The submitted slides do not contain any audio or videos that may have been presented during the meetings.

- In week 2 and 3 the section of the Gantt chart related to the first sprint was embedded in the presentation. The progress towards the sprint were presented in relation to the activities that were performed and were not related to individuals.
- The completion of the first sprint was presented as a report showing the contribution of each type of activity for that sprint. Similar reports were not generated for the remaining sprints.
- The number of hours individuals spent working on the project was recorded in the MS Project file.
- A list of whether members have fulfilled their assigned work appeared in week 2 and 3 but not in other weeks.
- The comparative amount of time devoted to the project by each team member was shown as pie chart in weeks 2 and 3 but not in other weeks.
- No indication of percentage of whether targets have been met by activity or individual were presented in week 4
- From week 5 all team members are rated for their performance of assigned tasks in column charts.
- From week 6 the contribution of individuals to the group effort was also shown as a pie chart.
- The plan of work for each individual was listed each at the end of the end of their progress summary.

### TDD

- Covers: summary, planning and lists, system hierarchy, summaries of levels
- The hierarchies and flowcharts are the most useful elements from this.
- There are quite a few lists which didn't really need to be included, or possibly as an appendix.
- In the summary at the beginning it states a set of goals but doesn't give much technical info on how these were achieved – e.g. the research and equations for the bow mechanics and evaluation of how effective / realistic this was.

### GDD

- Introduces the general concept
- The document could be structured differently to give a more logical flow and progression. E.g. the game flow feels like it should be later, rather than straight after the intro; more concept art to outline the overall style and characters before diving into level design.
- Game systems are presented, level designs discussed with diagrams
- The asset list could be an appendix.
- This is a long document and a lot of effort has clearly gone into its production. It could use some refinement but is clearly heading in the right direction, well done!