**Team Members**

Gavin Gresham, Teng Lu, Jeremy Atkins

**Grading for project 1**

Expansive, physics enabled exploration of a city scene

**Modeling**

The models are mostly basic (except for the Halo ship), but the city scene is so expansive that it more than makes up for it. Textures on the buildings would have been nice. 100%

**Real-time Graphics**

These aspects are great, physics included. I appreciate the dark mood of the scene. It felt a bit like the movie Dark City. 100%

**Navigation**

Walking in place was a good choice here, although it is more typically used with a head-mounted display. It’s a bit slow for movement around such a large city though. Other options would have been flying, or even pointing to move in a particular direction (as you did with other movements). As we’ll see later in the course, natural interaction is not always the best choice (it almost never is). 100%

**Experience**

This is where the project was lacking. There was no purpose to the virtual world beyond the Halo references. Everything fit together, but I was looking for something a bit more motivating to want to interact in your world. 80%

**Extras**

The use of 3D sound really added to the experience, and I got to hear it through the video, which was a very nice touch.

**Video (20%)**

The video was great, and illustrated all aspects of your project.

**Overall (95%)**

This was an excellent first project. Keep up the great work.