Avery Girdeen

Goblin Slayer Review:

Category	Full Marks (3 Points)	Partial Credit (2 Points)	Partial Credit (1 Points)	No Marks (0 Points)	Score
Quality of Work	==Work (e.g., code) looks correct and organized. The project's readme file is clear, intelligible, and give a good idea of what the project is about.==	Work (e.g., code) looks mostly correct and organized. The code could be better structured. OR the project readme file is somewhat unclear.	Work (e.g., code) is mostly disorganized. OR the project readme file is very unclear.	No code is given.	
Comments (e.g. Give an example of what could be improved. How can the code or readme file be improved?, etc.)	I think the start of the project looks great. I looked at the outline, and the outline is a little short, but most of the information is given in the video.				
Intellectual Merit	==The project looks interesting, creative, and/or substantial.==	The project is interesting, creative, and/or substantial, but does not seem feasible to do in a semester.	The project lacks substantial complexity.	No code is given or the project description is too vague to determine if the research has merit.	

		The video gives a helpful, clear depiction of the project, but is confusing or vague in parts.	The video does not give a helpful, clear depiction of the project.	The video is missing or is inappropriate.	
Comments (e.g. Give an example of what could be improved. If the project is too complex, what parts of the project could feasibly done? If the project is too simple, what features could be added?)	After hearing what is going to be implemented in this game, some of the features seem pretty complex. Adding items into the game that give the user stat boosts seems complex. That means you need to add different types of stats for the character, which will also then give the character more abilities/power. I've never developed anything like this, so I'm not sure how complex coding that would be, but it seems a little complex.				
Video	<mark>The video gives a helpful, clear depiction of the project.</mark>				
Comments (e.g. Give constructive feed back to help improve the presentation style.)	I think the video and the goblin slayer game was presented very well. I like how you showed the start of your project in unity.				

Score: 9/9