Calum Anderson		
Item	**Grade**	**Comments**
Overall	B*	Lots of missing sections. Please address issues outlined below. UPDATE: Some good updates here, but still a lot of room for improvement.
Brief	B*	- Basic restatement of brief requirements, almost word for word. Bare minimum. - Only restated audience from brief, no further discussion or analysis - No Market Analysis UPDATE: Market Analysis added but cuts off mid sentence.
Platform	A*	- Good discussion of hardware and software stats of target platform. - Very limited discussion of platform design considerations, such as need to consider the screen size - could be a lot more detailed. UPDATE: Added discussion for design considerations for these stats. Good.
Game Concept	B*	- No Game Concept - No USP UPDATE: Left in text copied from iLearn? Added game concept and USP. Good.
Requirements	C*	- Functional Requirements - very limited. How do you win? What actually happens when you lose a life - do you start over? How many lives do you have? What happens when you run out of all your lives? At the very least you must cover win/loss states. - Non-Functional Requirements - Equality act? Could be more specific and thorough, but acceptable. UPDATE: Better, but some still vague. "The player must complete a level to go to the next level" - but what does "complete a level" mean? Never described.
Control Scheme	A	- Good discussion of stance, reasoning, and specific controls. A diagram showing your on-screen controls would be nice.
Look and Feel	B*	- No Description of Look / Sound - No Colour Scheme - No Mood Board / Concept Art Sketches UPDATE: Mood Board and Colour Scheme added, description of general look and feel added.
UI Design	B*	- Good description/discussion of UI design - No discussion of UI Colour Scheme - No discussion of Typography - No Screen flow chart - Wireframes - what are the "image" boxes - what image will go there? Overall good design UPDATE: Added UI Colour Scheme, brief discussion of typography. Screen flow chart is a bit messy and the red is really unpleasant to look at, consider using a different colour in the future.
Icon Design	C*	- App icon - Why is this distorted? Please fix. - Good discussion of icon design UPDATE: All you have done is state the percentages for this icon's scale. Icons are never shown with non-uniform scaling, why is this one shown that way? Where are your other resolutions? Overall poor.