Unit:	Interface Design	Name :	Ethan Southall
Level :	5	Mark:	75%
Assignment No:	1	Marker :	Vedad Hulusic
Hand in date:	05/11/2018	Q A :	Fred Charles
Dyslexia Marking Guidelines to be used :			

Lecturer Feedback

S1: Game/Level (Unity project) – 60 marks

Criterion	Mark
Stage/level design and originality	**19 / 25**
NavMesh implementation	**12 / 15**
Character animation integration	**7 / 10**
Character and props integration	**8 / 10**
S1 Mark Awarded	**46 / 60**

Game/Level Summary Comments:

This is a well designed level at a good size. It fits the game scenario very well, and allows for a good user experience. I don't like the fact it is hanging in the "air" without any fence/border. It would be good to fix this so the world looks more realistic. NavMesh is well implemented and works neatly most of the time. Character is really nice, fits with the theme and well integrated with two states. Even though collectables are the same as those used in the lab tutorials, they fit quite well. I like the fact you add the auto (re)spawning, but you need to fix the orientation of the items when instantiating them. There is no fourth collectable type (surprise) as specified in the brief and no places to visit.

S2: Report – 40 marks

Criterion	Mark
Document structure and formatting	**4 / 5**
Lo-fi prototype (sketches) quality	**4 / 5**
Hi-fi prototype (screenshots) quality	**10 / 15**
Descriptions and narrative	**11 / 15**

Project Report Summary Comment:

The project report is good, with nice flow and structure. There are two versions of lo-fi prototype following two themes. There is a good description provided along these. The hi-fi prototype is done quite well, but some elements should be improved. The text fields and buttons should look differently, so the user can identify them without needing to interact first. The character selection screen is not well balanced (it feels like it is going to "fall" to the left). You could put the characters to the middle and move the buttons below. It is not clear how exactly the glyphs on the scroll will help the player. The score might not need a labe, and should be slightly larger, as it is important. You mention encouragement when player losses, but you do not provided that on the end screen. Consider removing "again" and adding number of items collected in the game. The pop up menu is not consistent with the rest of the UI design (different background, different buttons). You refer to the literature in your reasoning which is really good. Multiple references used, but not well formatted nor cited within the text.

SUMMARY FEEDBACK COMMENT:

I like the idea of the game, being themed and discussed. It reflects the motivation and shows your creativity. However, there are some elements to reconsider and improve. In the game, try to add surroundings so that the level does not float in space. Also, add the fourth type of collectable – surprise and places to visit. The UI is well designed, but requires more consistency and rearrangement. The report is well structured, but the references should be correctly formatted (check Harvard style) and cited within the text. Overall, I think this is a good start and this could be a really nice game that you could put into your portfolio.

3 Feed Forward Suggestions:

(i)   Add the surrounding and missing items to the game.

(ii)   Make the UI more consistent (pop up menu).

(iii)   Check the BU Harvard reference style and use it in the future.

Summary of Marks

S1: Game/Level (out of 60)   46

S2: Report (out of 40)   29

Total Assignment Mark (out of 100)   75

Degree Classification: 2:1

SIGNED (Marker):   **Date: 7/11/2018**