

## **SNAKE - FEEDBACK FORM**



Practitioner Levels	
Talented	
Skilled	
Accomplished	
Capable	
Ineffectual	

GRADING	ID: 16019596
GAMEPLAY EXPERIENCE	
TECHNICAL IMPLEMENTATION	
	PASS

## **ACTION POINTS**

- 1. More attention to the feel and the flow the game
- 2. Just be attentive to dynamic and the freeing of it.

## COMMENTS

Well done; this is a solid implementation of the game. I look forward to seeing what comes next. The game play mechanic has been evolved and it's great to see that the focus of the game subtly changes because of this. It has a great retro aesthetic. Maybe consider how collision detection is calculated to be more generous or consistent. Consider game-flow i.e. the restart. Slight lag on the input system.

Some thought has been given the object type design and identifiers have been used alongside an object placement class. There are some memory leaks. But generally its of a good standard.

## NOTES

GAMEPLAY	
101	Well done on creating an expanded version of the game
102	A solid implementation, but there's room for improvement
103	The game is buggy and/or difficult to play
104	The menu system does not work
105	The progression or scoring system has not been implemented
106	The game doesn't evolve the original enough to make it feel fresh
107	The game or the UI lacks polish
108	Changes to the mechanics have subverted the game too aggressively.

TECHNICAL	
201	You should be pleased, there's lots of solid design and code decisions
202	OOP has been used well throughout the game's design
203	The coding standard has been adhered to
204	Data is not being properly encapsulated
205	Memory has been misused and/or there are leaks
206	Functions and conditionals could be made more succinct
207	Make use of keywords default and delete
208	Good to see the use of composition where possible
209	Inherited classes do not have virtual destructors or use override
210	There is a general need to improve OOP design
211	The coding standard has been misused
212	Make sure to pass larger data structures by reference