Matt

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| Competency | More comments. Novice proficiency due to lack of comments |
| Design | Your design mentions a dungeon crawler and the product lacks that. I have to give a “basic proficiency” |
| Innovation | “Novice proficiency” as the design of the dungeon done randomly is very inventive due to the use of pattern recognition |
| Profiling | Removed debug logs increase pathing speed is a good sign of optimisation. Basic proficiency |
| Sophistication | Several for loops evidence a high level of sophistication. Novice proficiency |
| Version Control | Version control is updated regularly. Novice proficiency |

Megan

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| Competency | Could do with more comments on the code. |
| Design | Makes really well generated levels but doesn’t allow for a dungeon crawling aspect, could do with a character to control. |
| Innovation | Very innovative, maps are created in a random and sophisticated manner. |
| Profiling | Made more optimised by taking out the debug.logs |
| Sophistication | Very sophisticated, allows for infinite variation in creation as well as allowing the same map to be generated using seeds. |
| Version Control | Version control is used well and regularly. |

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| Competency | Sufficient competency but needs more comments |
| Design | Basic proficiency as mentioned above |
| Innovation | Great innovation; like to random generation |
| Profiling | Debug Logs. Good optimisation |
| Sophistication | Good sophistication |
| Version Control | Version Control is used regularly |

Pawlu