Student Name: Lecturer name: John

**UI/UX**

1. Instructions on how to play the game **☐**
2. Movement and Locations **☐**
3. Input validation **☐**
4. Items **☐** Random comments & marks:
5. NPCs **☐**
6. Puzzles **☐**
7. Can you win/lose **☐**
8. Feedback from play testers **☐** Marks out of 10: /10

**Technical**

1. Good quality code **☐**
2. Lists **☐**
3. Dictionary **☐** Random comments & marks:
4. Functions **☐**
5. Error checking **☐**
6. Algorithm discussion **☐**
7. Number of lines + functions **☐** Marks out of 10: /10

**Presentation**

1. Clarity **☐**
2. Engagement **☐** Random comments & marks:
3. Confidence **☐**
4. Time management **☐**
5. Audience interaction **☐**
6. Creativity **☐** Marks out of 10: /10

Total marks out of 30: