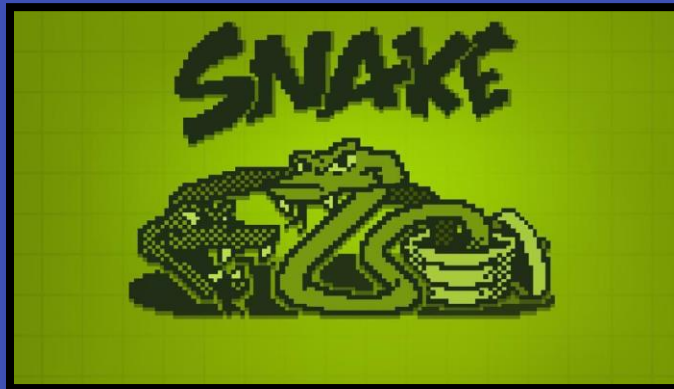


SNAKE – FEEDBACK FORM



Practitioner Levels

Talented

Skilled

Accomplished

Capable

Ineffectual

GRADING

ID: 16025481

GAMEPLAY EXPERIENCE

TECHNICAL IMPLEMENTATION

PASS

ACTION POINTS

1. Improve on OOP practices
2. Be more considerate with use of dynamic memory

COMMENTS

Well done this is a nice take on the game. The duck theme is a good direction to take the game in. Consider the mechanic and pacing of the game after dropping off the chicks.

From a technical perspective, remember your OOP basics and look to make use of composition. In addition, we spoke about the issues with your dynamic memory and will discuss vectors more in the lectures.

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