BIRDMAN – FEEDBACK

PRACTITIONER LEVELS	
Talented	
Skilled	
Accomplished	
Capable	
Ineffectual	

GRADING	TEAM: ROYALE
GAMEPLAY EXPERIENCE	
- REPLAY VALUE	
TECHNICAL IMPLEMENTATION	
- SCENE MANAGER	
	PASS

COMMENTS

There's the foundations of a good game here. The systems that allow point and click style gameplay are in place (not sure about right click to move) and it shows a lot of promise. Unfortunately, the game is very short and offers no replay value at this time.

The codebase shows a well structured and sensible design. There is a good data driven backend for NPCs and items which allows rapid development. The scene manager itself is in need of some refinement and there are cases of the coding standards being violated.

A good effort all-round.

GENERAL FEEDBACK

GAMEPLAY	
101	Well done on creating an enjoyable Birdman inspired game
102	The game plays well but requires more innovation or depth
103	The game lacks replay value
104	Transitions between scenes work well
105	The game is buggy and/or difficult to play
106	The game is solid but requires more attention to detail
107	The menu system does not work
108	The progression or scoring system has not been implemented
110	The game or the UI lacks polish
112	It lacks gameplay testing and/or balancing
113	It is not possible to restart the game

TECHNICAL	
201	You should be pleased, there's lots of solid design and code decisions
202	Functions are short and designed well to reduce code complexity
203	OOP has been used well throughout the game's design
204	There is good usage of composition
205	The coding standard has been adhered to
206	Const correctness has been used for both functions and objects
207	The STL has been used effectively
208	Top use of dynamic memory and in particular smart pointers
209	The codebase is reasonably well structured, but could be improved
210	Data is not being properly encapsulated
211	Memory has been misused and/or there are leaks
212	Functions and conditionals could be made more succinct

213	Make use of keywords default and delete
214	The scene manager shows strong design decisions
215	Inherited classes do not have virtual destructors or use override
216	There is a general need to improve OOP design
217	The coding standard has been misused
218	Make sure to pass larger data structures by reference
219	The STL containers usage is not correct or non-optimal
220	The state system responsible for managing the game needs work