[Pawlu]

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| --- | --- |
| Competency | There is enough work and iterative development is shown by the various shaders. All code used that isn’t his own is clearly commented. |
| Design | Clearly corresponds to the design, Could be more implemented into a game ( Player takes damage). |
| Innovation | Evidence that code has been taken from a source and has been adequately changed to be innovative as well as more shaders being created without the use of external code needed. |
| Profiling | Clear evidence of code being scrapped and edited to make it more efficient. |
| Sophistication | Uses a finite state machine that correctly works and allows the AI to do as it is supposed to. Many different shaders are used and make for an interesting scene. |
| Version Control | Clear use of Git. |

[Jack Bird]

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| --- | --- |
| Competency | There is an indepth knowledge of shaders shown by the amount you have produced |
| Design | Has good gameplay altho I hadn’t noticed the shaders until i checked the showcase |
| Innovation | Interesting concept with the stealthsuit, very innovative |
| Profiling | Code seems efficient and well commented |
| Sophistication | Code is complex and interesting |
| Version Control | Yes, with good notes |

[Meg the Great]

|  |  |
| --- | --- |
| Competency | Good amount of different shaders, shows you have good knowledge of shaders |
| Design | Shaders need to be a bit more obvious in game |
| Innovation | Love the concept of the game |
| Profiling | Code is efficient and commented |
| Sophistication | Prof. sophistication |
| Version Control | Clear use of Git |

[Josh]

|  |  |
| --- | --- |
| Competency | Looks well made | Novice Proficiency |
| Design | Shaders aren’t too obvious ingame | Novice Competency |
| Innovation | Using shaders for the whole game is very innovative | Novice Proficiency |
| Profiling | Replaced complicated code with function | Novice Proficiency |
| Sophistication | Looks sophisticated | Novice Competency |
| Version Control | Yep | Novice Competency |