

COMP3000 Report for Morgan Hodge

Student: Morgan Hodge (10779528)

Programme: BSc (Hons) Computer Science (Games Development)

First Marker: Ji-Jian Chin

Second Marker: Lauren Ansell

Total Coursework: 63.13%

Total Coursework: 61.50%

Coursework

Component	Marks	Feedback
Project Definition and Planning (10%)	65.00%	<p>The introduction provides a solid foundation by covering the overview, purpose, background, objectives, and deliverables; however, these elements could benefit from greater depth to more effectively engage the reader and establish context. Additionally, the timeline for the planning phase appears later in the approach section, which may disrupt the logical flow for readers seeking a clear roadmap early on. Similarly, the placement of the LSEP items after the discussion on ludology feels somewhat disjointed. The overall structure could be improved by grouping all introductory and contextual sections—such as the timeline and LSEP considerations—together at the beginning. This would enhance coherence and provide a more intuitive progression for the reader.</p> <p>=====</p> <p>The requirements for MVP set out well and clearly and mapped to the sprints, which are later discussed in good detail.</p>
Context Review and Subject Knowledge (15%)	70.00%	<p>The ludology section spans two pages but features a limited selection of games, which somewhat restricts the breadth of analysis. While the strengths of the chosen games are effectively identified, the overall discussion would benefit from a broader range of examples—particularly given the noticeable absence of many prominent first-person shooters. Additionally, the analysis focuses on only certain mechanics within the featured games, which results in a somewhat narrow exploration of the subject. A more comprehensive examination of gameplay elements across a wider variety of titles would better demonstrate depth of subject knowledge. Furthermore, the section includes relatively few references, which could be expanded to strengthen the academic foundation and support the analysis more robustly.</p> <p>=====</p> <p>Good piece of analysis into similar games,</p>
Project Methodology and Implementation (50%)	59.00%	<p>The methodology surrounding implementation and project management is notably detailed, with the sprint breakdown and accompanying devlog videos offering a clear view into the development process. These elements effectively communicate the workflow and planning behind the project. However, the final product does not fully reflect the depth of this planning. Only two of the intended three stages were completed, and the game lacks the level of polish expected at this stage, with numerous bugs still present. While the game is functional and includes a basic introduction and ending, it falls short in terms of refinement and completeness. Moreover, the gameplay does not clearly reflect the insights drawn from the earlier ludology analysis, which could have been leveraged more effectively to enhance the player experience. Ultimately, while the game operates as a first-person shooter, it does little to distinguish itself in a genre already saturated with similar offerings.</p> <p>=====</p> <p>The technologies and base idea of the game have been implemented well, a few minor glitches remain. A good base to grow the game from.</p>
Critical Evaluation and Conclusions (15%)	67.50%	<p>There is some evidence of playtesting and iterative improvement, though this aspect appears to have been somewhat limited in scope. Nonetheless, the postmortem reflection demonstrates a thoughtful and honest evaluation of the project's strengths and shortcomings. The report concludes on a strong note, effectively summarizing the development journey and key takeaways. This reflective approach adds value by showing a willingness to learn and grow from the experience, even if the final product did not fully meet its initial ambitions.</p> <p>=====</p> <p>The critical analysis section is very brief.</p>
Structure and Presentation (10%)	65.00%	<p>As previously mentioned, the overall structure of the report could be improved to enhance clarity and flow. Including more screenshots would have been beneficial in visually illustrating key gameplay highlights and design choices. Additionally, a dedicated final walkthrough of the game's features—separate from the sprint breakdowns—would have provided a clearer and more cohesive overview of the final product. Despite these areas for improvement, the project demonstrates solid effort and potential. With more refinement and attention to presentation, it could have made a stronger impact.</p>

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TOTAL	63.13%	

Practice

Component	Marks	Feedback
Communication of Information (50%)	63.00%	<p>Devlogs, video, poster, showcase and viva showed a solid work, although there were certain stretches that could have used more enthusiasm, and other components that could have used more detail.</p> <p>=====</p> <p>Clear what the project was about and they achieved. Defining the task was a little bit muddled. Could have explained the controls, but explained how to download the game well.</p>
Poster Structure and Aesthetics (25%)	55.00%	<p>The project poster ultimately serves its purpose, though it takes some time to fully appreciate its effectiveness. The visual depiction of the timelines is particularly strong, presenting the project in a polished and ambitious light. However, this may set expectations that the final product does not entirely meet, especially when comparing the poster's promise to the actual in-game scenes. A more balanced representation could help manage expectations and better align the promotional material with the final outcome.</p> <p>=====</p> <p>There was little information about the technologies used and the background to the project. Lacking the technical details.</p>
Interview (25%)	65.00%	<p>The viva successfully communicates the main points of the project, demonstrating a clear understanding of the overall process. However, some responses could benefit from deeper technical detail to more fully convey the complexity and rationale behind certain decisions. That said, the reflection on lessons learned throughout the project is thoughtful and adds meaningful insight into the development journey, highlighting a commendable level of self-awareness and growth.</p> <p>=====</p> <p>Had a nice presentation prepared which expanded on the video, answered the questions well.</p>
TOTAL	61.50%	