

Morgan Hodge			
Factors	Weight	Marks	Comments
<b>To pass:</b> 1) Code must compile 2) Exe file can run without dependencies 3) Git accessible 4) Youtube link below 10 minutes with articulation	40%	90	All passing points achieved. Shaving some points off for the additional 14 seconds over time for the video.
<b>Fun factor</b>	10%	60	Playtest 1: Nice turn based game, accurate descriptions and good button mashing. End screen could maybe differentiate between winning or dying. Playtest 2: not very interactive or interesting. Too simple. The order in which the status appears is not very intuitive (top first)
<b>Code</b>	10%	80	Code is well done in an OOP manner, segregating classes into separate files in a sensical manner. The code also incorporating fairly complex commands to include libraries from sprites and sounds. The UI design is also of moderate complexity.
<b>Game Mechanics</b>	10%	20	While the code-base incorporates good design, the mechanics itself is fairly simplistic. There are only 3 actions to conduct at each turn, and the differences are inconsequential. The game only lasts a single match. There is no reward/punishment system other than win/lose battle, so it gets old after a couple of bouts.
<b>Aesthetics</b>	10%	50	The sprite incorporation, the UI design and the music add value to overall aesthetics. Although I applaud the effort to make your own sprites, I would prefer using some AI beautification tools to upgrade the sprites quality. Lastly, some sound effects on the different actions might work better to differentiate their effects rather than relying on only text.
<b>Advanced</b> 1) Game programming patterns 2) USPs 3) Research	20%	25	Good try on incorporating the state pattern, and I'm giving some USP points on your reflection.
<b>Total CW1 Marks</b>	100%	62	