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| --- | --- |
| Competency | More than enough content to hold meaningful discussion. Novice Competency |
| Design | Your design clearly showcases multiple ice and snow shader. Though they could be more transparent. Novice Proficiency |
| Innovation | Lot of innovations in ice presentation. And a little divergent thinking. Novice competency |
| Profiling | Ramps were instead changed to solid textures to save on processing. Basic Proficiency |
| Sophistication | There is clear evidence of sophisticated work. Novice Competency |
| Version Control | There is evidence of use of version control but they aren’t very spread out date-wise. Novice competency |

Matt

Josh

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| --- | --- |
| Competency | Shaders appear to be written well with | Novice Competency |
| Design | From what you’ve said this follows what you originally said you would design | Novice Competency |
| Innovation | Seeing your iterations on your ice in the level | Basic Proficiency |
| Profiling | Ice works better with the snow | Basic Competency |
| Sophistication | The snow shader works in screenspace which is looks really complex | Novice Proficiency |
| Version Control | You have used git ☺ | Basic Proficiency |

|  |  |
| --- | --- |
| Competency | Shaders have been written well and to a great standard |
| Design | You have fulfilled your brief which is good, making sure everything looks amazing. The blue ice shader would look better if it was more transparent |
| Innovation | I haven’t seen much ice in games, so it was great to see something different |
| Profiling | The code looks efficient |
| Sophistication | The ice and snow look realistic and fit into the scene nicely |
| Version Control | You have been using git with good comments |

Jack