

Proposal Grades & Feedback

General feedback for everyone:

1. When submitting your next assignments, you must state your **group number** in the file name! (e.g. Group11_Phase2).

Failing to submit your Group Number will result in loss of marks.

2. Ideas are not graded, but the clarity and professionalism of the document is.

3. If any student in a team is not doing their job, the Team Leader has the right to submit a table breaking down each member's contribution.

4. Any questions about feedback are to be asked during office hours **ONLY**. TAs will **not** discuss feedback outside of office hours.

5. If you have any questions about the grade, speak **directly** to the Module Leader. TAs will not change grades.

6. Your documents should be well-formatted and professional by making sure English is correct, have a good cover page, pages are numbered, text font and line spacing are consistent, etc.

7. Stop relying on ChatGPT to write for you. It's super obvious and embarrassing (for you). You're perfectly capable of writing English sentences with a little effort.

Group No.	ID	Marking TA	Grade	Comments
1	230964	Shado	A	- add another main chars--> at least 3 . - idea accepted.
	233047		A	
	234102		A	
	229698		A	
	236044		A	
	233069		A	
	231881		A	
2	231051	Engy	A	Remove the level headlines from the story; this will be necessary in the next phase.
	229214		A	
	231036		A	
	236240		A	
	235185		A	
	237104		A	
	233579		A	
	235960		C	
	235903		C	

3	236360	Meriam	C	<ul style="list-style-type: none"> - You should mention more about the character's objectives and roles. - The Story is too short and abstract, you need to write detailed story and long one as you are 7 members. You need to expand the story and gameplay before it is accepted.
	232157		C	
	236891		C	
	235208		C	
	233042		C	
4	231541	Shado	B	<ul style="list-style-type: none"> - at least 3 characters need to be mentioned along with their goals and objectives. - game story is too briefly explained, please add more details. -Idea accepted.
	235103		B	
	236264		B	
	230036		B	
	236664		B	
	234013		B	
	235097		B	
5	230844		B	
	232203	Alaa	A	<ul style="list-style-type: none"> -your submission does not fit the template's order. -The length of the document is unnecessarily long. -You need to find sprite sheets or decide on the assets of the game before proceeding with making this game.
	235291		A	
	236366		A	
	234579		A	
	232117		A	
	236188		A	
	235730		A	
6	234742	Engy	A	<ul style="list-style-type: none"> -You need to mention the roles and objectives of your characters. -The spaces between your paragraphs are too wide; reduce the spacing.
	235174		A	
	235576		A	
	235697		A	
	232364		A	
	233893		A	
	233930		A	
7	229591	Sarah	B	<ul style="list-style-type: none"> It's extremely hard to create a 2D game for Attack on Titan. How you'll translate the story into your gameplay realistically before week 11/12 is very unclear, so it's best to change the idea. Document could be formatted to look more professional
	232504		B	
	236322		B	
	230848		B	
	232848		B	
	231454		B	
	229666		B	
	23990		A	<ul style="list-style-type: none"> - Idea accepted - You should state one or two types of Genre but not 5 types that is too much. - Why do you have that number of characters ? it is too much
	236389		A	
	131345		A	

8	229573	Meriam	A	<p>Why do you have that number of characters? It is too much.</p> <ul style="list-style-type: none"> - You should mention more about the character's objectives and roles. - You have mentioned many characters but you just mentioned few in your story. - Your story needs more details as it is briefed.
	236882		A	
	232899		A	
	236382		A	
9	231625	Sarah	A	<p>No point in putting 3D models/art for your characters. Add only 2D art in the next phase. If Level 1 is a prison escape, it has to make sense. If you think it'll be overly simplistic and unrealistic, remove it from the gameplay.</p> <p>Having the game go in separate paths depending on your choices is a great idea, but since your time is limited, you're advised to have 2 paths/endings <u>only</u>.</p> <p>Idea accepted.</p>
	238220		A	
	236384		A	
	234661		A	
	234753		A	
	229691		A	
	232334		A	
10	235610	Engy	B	<ul style="list-style-type: none"> -You need to provide details about your characters' background stories, roles, and objectives. -Break down your paragraphs.
	235231		B	
	235254		B	
	239085		B	
	237072		B	
	235510		B	
	234832		B	
11	219608	Shado	B	<ul style="list-style-type: none"> - unify the document next time and follow the template provided. - mention a clear trigger in the story. - Idea accepted. - the document is unnecessarily long. -please avoid using AI tools next time
	224069		B	
	223721		B	
	219692		B	
			F	
12	235464	Sarah	B	<p>Note that for a prototype created by 7 people, this idea needs expansion. Simply making the avatar master the 4 elements through training and not much else going on isn't enough. There needs to be a better story with higher stakes. Also, there is no clear antagonist - the avatar simply fighting generic enemies to master an element each level isn't enough and will get extremely repetitive very quickly. The MOTIVATIONS of the characters need to be stated more clearly - why does the Avatar want to master the elements? Why would others try to stop him, etc?</p>
	234552		B	
	230978		B	
	235553		B	

	229250		B	Story and gameplay need to be revised and expanded before they can be accepted.
	234745		B	
	229482		B	
13	227419	Engy	C	-You need to provide details about your characters' background stories, roles, and objectives. -Avoid discussing the levels in your story; focus solely on the background narrative that leads to your game. -Improve the formatting of the document. -Decrease the paragraph spacing a little.
	215505		C	
	224732		C	
	207076		C	
	227948		C	
	235347		C	
	231512		C	
14	233126	Engy	A	-Give more details about the genre and target audience. -Mention the objective of each character in the game. -In the story section, reduce the spaces between the paragraphs a bit.
	238119		A	
	234791		A	
	233110		A	
	235133		A	
	235438		A	
	235355		A	
15	230077	Alaa	B	-Revise the requirements for section targeted audience. -Idea not accepted. The game story does not show enough about the game itself to approve that it is a doable game. meet your TA for more details.
	229830		B	
	229169		B	
	229337		B	
	236548		B	
	235039		B	
	230269		B	- mohammed please write your last name next time. - Mention the characters' objectives. -
	230866		B	
	232575		B	

16	229022	Shado	B	Please provide more deatils about the overall game play and story as it is really vague. - Idea accepted.
	229879		B	
	235994		B	
	230598		B	
17	235191	Shado	B	- great game idea. - you need to mention each character's objectives for at least 3 characters. -idea accepted.
	229974		B	
	231352		B	
	228943		B	
	238136		B	
	199021		B	
18	234591	Sarah	A	-Idea accepted
	234288		A	
	229895		A	
	221901		A	
	236125		A	
	234673		A	
	231975		A	
19	235669	Meriam	A	- Game Genre is missing. - You should mention character's roles in the game in the character section. - How you will translate this story into gameplay is unclear. You need to mention more about how the game will be moving on. The idea's acceptance will depend on the detilas that you will mention. Meet your TA to give more details for idea acceptance .
	230223		A	
	229375		A	
	231347		A	
	229914		A	
	236295		A	
20	230020	Meriam	B	- Idea accepted - Characters part is very abstract. You should say the character's role in the game and objectives. - Doument formating could be better.
	229795		B	
	233709		B	
	229517		B	
	237318		B	

	237347		B	
	237328		B	
	199093		B	
21	233459	Sarah	B	<p>-The document's formatting could be improved, along with English structural and grammatical mistakes.</p> <p>-The characters' motivations should be mentioned more clearly in the Characters section, especially the antagonists in this case, whose reason for their actions is unclear.</p> <p>-Don't copy the same text for different characters, and definitely stop copying text from the internet and AI generators.</p> <p>-Idea Accepted.</p>
	235703		B	
	236319		B	
	227638		B	
	235979		B	
	233147		B	
	235429		B	
22	235421	Ahmed ELKeshawy	B	<p>- didnt mention the objectives of the characters and didnt mention the villains in the characters section</p> <p>-the story flow is good</p> <p>-Idea Accepted</p>
	232306		B	
	237183		B	
	237046		B	
	229306		B	
	234886		B	
23	229131	shado	B	<p>-you didn't mention each characters objective and role in the game . - good game idea. - idea accepted.</p>
	233243		B	
	234733		B	
	234645		B	
	220385		B	
	224732		B	
	221856		B	
24	236239	Ahmed ELKeshawv	F	<p>-The first thing we said in the very first lab regarding the project is that none ending/ survival games/ are not allowed and you managed to not follow that</p> <p>-needs atleast 3 characters in the character section</p>

	231585		F	-the story has no clear flow/ ending nor a trigger -idea not accepted
	235296		F	
	236459		F	
	235486		F	
25	231413	Ahmed ELKeshawy	A	- the formatting should be improved -4 genres is too much stick to only 2 max -the character section should have objectives and roles in the story -Idea Accepted also nice story flow
	2229056		A	
	237451		A	
	230495		A	
	231974		A	
26	220202	Alaa	A	-Missing Group Number. -The story is great but your submission did not mention anything about obstacles or the type of challenges in order to determine if it is acceptable or not.
	235356		A	
	233894		A	
	231112		A	
	234296		A	
	232470		A	
	237775		A	
27	236467	Ahmed ELKeshawy	B	-in the genre you dont need all of that just specify the genres and thats it - same for the target audience - the characters need to have objectives and roles in the characters section -Idea Accepted
	234158		B	
	232789		B	
	232257		B	
	231922		B	
	235671		B	
	231773		B	
28	230552	Meriam	C	- You should mention more about the character's objectives and roles. - The gamemechanics is accepted but the idea is not accepted because it is similar to the trailer on the e-learning
	230933		C	
	231810		C	
	233803		C	
	233930		C	
	235674		C	
	234007		C	

29	235467	Ahmed ELKeshawy	C	-needs better document formating and table for the names and ids
	233758		C	-the characters section needs to have motives/objectives for each character
	231906		C	-the story is super short and doesnt have any details and no flow/trigger nor an ending. this doesnt show enough about the game meet your TA for more details
	231834		C	
	230779		C	-the game idea acceptance is going to be based on the extra details
	230300		C	
	235508		C	
30	230664	Alaa	B	
	230663		B	
	235091		B	-Your document needs to be more organized.
	230620		B	-Character section is poor. you need to mention characteristics ability who is the villain .. etc in the characters sections.
	238138		B	-You need to mention explicitly your NPCs
	229491		B	-Idea Accepted.
	232042		B	-Revise your punctuation for the story.
31	228410	Engy	C	-your characters' sprites are little bit pixelated.
	228991		C	
	182575		C	-Be more specific about the game genre.
	228939		C	-Provide more details about your characters, such as their background stories, roles, and objectives in the game.
				-Include more details in your story; for example, how did HelixCorp take over the city? What is the delight tower?

	230968		C	the skylight tower : -The formatting of the document should be improved.
	234025		C	
	224515		C	
32	229674	Alaa	B	-Document organization could had been better. -Character section is poor. mention explicitly your NPCs. -Consider naming your antagonist. -Consider mentioning the appearance or characteristics, abilities of the characters in the main character section.
	230616		B	-you should deliver a game story as a paragraph. and as a story. not in scenes/acts.
	232002		B	-Idea Accepted.
	234808		B	-Reconsider the challenges ideas and the distribution of them across the levels. some levels were great, some were not.
			B	-Do watchers only appear in your last levels only ?
	236150		B	-Some abilities like manipulates bodies or water , how will they be implemented ? think about that.
33	220138	Meriam	A	
	229736		A	
	230035		A	- Idea accepted
	229800		A	
	233656		A	
	227750		A	
	219350	Ahmed	B	-the idea is not clear if its story based game or a tournament based game as tournament style with no clear story flow arent allowed-----discuss the details with your TA for idea acceptance -characters section need the characters mentioned with their objectives and roles details on

34	222362	ELKeshawy	B	powers arent needed in this phase
	229862		B	-as for the mechanics its seems like a large scope to handle so make sure you know what you are getting into read more and see more about its implementation before continuing with it
	226447		B	
	223696		B	
	152231		B	
	231712		B	
35	228994	Alaa	B	-Missing Group Number.
	227723		B	-Please make your all group members names and IDs are written correctly. Otherwise,
	235832		B	-Poorly written Characters' section.
	231666		B	-Consider increasing number of characters(enemies)
	232271		B	-Your idea lacks enough details to verify its acceptance.
	224499		B	