

CSCU9N6 Assignment Feedback

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April 15, 2021

1 Animations and Sprites

You have made good general use of multiple sprites and animations to improve the look and feel of the game. Getting the birds to chase the player was a nice additional feature although if you re-spawn near a bird, it can be very hard to get away from it.

2 Collision Detection

You have made correct use of multi-step collision test process here to minimise the processing effort required to check for actual collisions.

3 Tile Maps

Your procedurally generated tile maps is an excellent and quite unusual feature which has clearly taken a great deal of work to get right.

4 Sounds

Your use of sound is well implemented and controlled. It provides suitable feedback when interacting with objects in the game.

5 UI Events

You have made good overall use of mouse and keyboard events.

6 Report

Your report provides a clear and objective assessment of your game and I would generally agree with your observations regarding the strengths and weaknesses of

your game. You have clearly gained useful insights into approaches to coding and design which should help you with the final year of your degree. Overall, an excellent demonstration of what is possible with the game engine that has effective collision detection, player interaction with different procedurally generated game levels and makes good use of sound.