

STEFANO DORIANO		
Item	Mark	Comments
OVERALL:	A	Excellent submission, keep up the great work!
Game Design	A	<ul style="list-style-type: none"> <li>- Look and Feel: Good discussion, good inclusion of colour swatches. Mood board or concept art could help convey this further.</li> <li>- Narrative: Great rundown of the game story.</li> <li>- Characters: Good discussion of main characters, what about NPCs such as the scientist mentioned in Narrative section?</li> <li>- Game Mechanics: Clearly stated.</li> <li>- Control Scheme: Clearly stated. Use a table, list, or diagram to convey this better.</li> <li>- User Interface: Good discussion. Menu images included but it's not clear what these are - mock up? Game art? Label for clarity, include wireframe/mockup of hud to convey better than text.</li> <li>- Level Maps / Diagrams: Clear and easy to read. Good, varied designs.</li> <li>- Enemies / NPC AI: AI discussion a little muddy, but acceptable, otherwise good enemy discussion</li> <li>- Hard Stat Numbers: Good, specific numbers for all major game mechanics and assets.</li> </ul>
Artwork	A	<ul style="list-style-type: none"> <li>- Sketches: None</li> <li>- Artwork: Character/UI/environment sprites - great, export next time to avoid checkerboard background!</li> <li>- Storyboards: None</li> </ul>
Test Plan	A	<ul style="list-style-type: none"> <li>- Technical Test Plan: Some sections marked "usability" are actually functional testing (testing the functionality of the game) - useability would be how easy/intuitive it is, not just, does it work.</li> <li>- User Testing Documents: Should be included directly, or at the very list linked directly - it was weird looking for your link in your references. Overall good survey with a variety of questions.</li> </ul>