# Analysis Stage Feedback

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| **Area** | **Feedback Comment** |
| Is the project A level standard? | Yes |
| Is the Analysis sufficiently detailed? | Yes |
| The Problem Definition / Game Description | This is well defined and you give a good explanation as to how the game is played and won so it is clear to understand the game. |
| Background research | This is good, you detail 2 different sites and analyse them and their features to feed into your own |
| Description of Current System (if business system) | This is not needed. |
| Identification of End Users/Players | This is one of the areas which you need to work on, who are your game players, what do they want from this game, what features do they want and how did you find this out? |
| Objectives (need to be very detailed) | These are good in general. If you run out of time, or possibly need to change a few things then you might also want to consider saving the current game state and loading it back up? |
| Modelling (could include:   * + Data Flow Diagrams   + Entity Relationship Diagrams   + Flow Charts   + Manual proof of complex algorithms   + Prototype of some areas of code. | You have good modelling in your Data Flow Diagrams, and you have the prototype of the Monte-Carlo code which is good.  Might just want to have a descriptive diagram outlining the basics of network communication between clients and server. |