

Team Skullion

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	Mark	Out Of
Basic	5	5
Good	3	3
Great	2	3
Total:	10	11

Comments:

- To be honest, I find it hard to follow the Game Testing balancing process (since I don't understand the interaction of all the elements yet), but it looks like you've done solid work there – really good to start hashing this out as early as possible (and not wait until the polishing stage as it often happens with resource management-type games in this course)
- UX_Prototype_Combined is not working well on small screen – all the buttons are on top of each other, there are no screens. It probably works ok on large screen....but it's something to take into consideration – how is the WebGL version going to work – do you force certain resolution, or write UI in a way that adjusts everything to the screen size?
- I think I like the swiping options for the UX prototype. It's not ideal that after prototyping you are still unsure what to go with (single or multiple screen) – the point of prototyping was to make these decisions and any delay is bad for development. Pick one method and go with it. Leaving this for alpha testing is way too late – you are wasting precious development time by not committing to a particular approach early.
- The mock screens of UI looks nice – I think I prefer B – it feels Marsy. I think you want this game to have as little text as possible...not sure if it is possible. I don't like text boxes that I need to scroll down. If it was my game, I would make this one of the pillars that any text must fit in its entirety in its box...which means writers need to have an idea of how long the write up for particular aspects of the game can be.
- Good work on the backend system –probably a bit too much detail in the write-up, but it's important to get something like this going that will let you build the game with relative ease.