

Note to students:

We've noticed that several mistakes and shortcomings were common in many submissions. To avoid writing the same comments to everyone over and over, **read the General Feedback below:**

Your submission must include your IDs AND Team Number.

The document should be extremely clear overall, as if read by a client wishing to play your game.

Students are supposed to include the references to the art & music they'll use at the end of the doc

English, structure, formatting and overall professionalism of the document impacts the overall grade

You should include every character's unique abilities and background importance, not just the Main Character.

Flowcharts should be drawn correctly, and not repetitive. Each chart must be focusing on a different element/game mechanic, and they must have a beginning and end and cannot go around in circles.

Player sketches and Storyboards should be annotated or have a description underneath them for clarity

The Player sketches section should include at least a couple that show **story progression**, not just background images

Behaviour and Relationships section is to very briefly describe examples of important GameObject relationships with one another (e.g. explaining how the Player's 2DCollider may interact with the Collider of an enemy's weapon, etc.)

Hints to Guide the Player section should include both explicit (clear) & implicit (hidden) hints. Same thing applies to Rules section.

The Story section involves you telling the story as a narrative. As for Sequence of Events section, it involves *restructuring* your story to be a playable game. Think about what makes movies and video games very different mediums.

Make sure levels are not too short. You're expected to show about 4.5-5 minutes of uninterrupted gameplay (no deaths) in the final game's discussion.

TAs will NOT divulge, justify or edit marks. If you have an actual valid concern, speak directly to the Module Leader.

Group No.	ID	Marking TA	Grade	Comments
1	227120	Toka	A	Storyboards should be annotate for clarity Some of the flowcharts are repetitive and, and you're missing the arrows' direction in some of them, so it's difficult to follow.
	228074		A	
	218767		A	
2	220456	Toka	A	The detailed story section is written more like a sequence of event rather than telling a story.
	224988		A	
	225692		A	
	220633		A	

3	227447	Toka	A	- Very good document. Well done.
	219781		A	
	228679		A	
	226392		A	
	221486		A	
4	227374	Toka	B	<ul style="list-style-type: none"> - Player interaction pattern means is the game single player or multi-player. - Boundaries means the limits of where the player can and cannot go, not a description of the environment. - The detailed story section is too brief. It should be "detailed". - The sequence of events should include more detail, it is too brief and general. - The behaviour and relationships section should include how different game objects interact with each other, not a description of their personality. - Cutscenes section is missing
	224742		B	
	227553		B	
	227753		B	
5	228013	Toka	A	<ul style="list-style-type: none"> The boundaries section should describe the limits of where the player can and and cannot do not a description of the environment. The character section needs more detail.
	227379		A	
	225969		A	
	218653		A	
6	213325	Toka	A	<ul style="list-style-type: none"> - You need at least 4 flowcharts - You need more resources, you only mention one. - The sketches are very minimal and don't show much detail in the scene
	210343		A	
	225725		A	
	228482		A	
	216770		A	
7	227931	Toka	A	<ul style="list-style-type: none"> - The boundaries section should describe the limits of where the player can and and cannot do not a description of the environment. - Make sure to keep the design and style consistent throughout the whole game.
	220961		A	
	222335		A	
	226532		A	
8	221542	Toka	A	<ul style="list-style-type: none"> - The detailed story section is too brief. It should be "detailed". - The organisation of the document needs improvement.
	228864		A	
	226879		A	
	225906		A	
	228938		A	
9	227450	Toka	A	<ul style="list-style-type: none"> - The boundaries section should describe the limits of where the player can and and cannot do not a description of the environment. - The quality of some of the flowcharts is poor and it's difficult to read. - The player mode sketches need annotation and possibly a brief
	226791		A	
	219879		A	

	225720		A	description for clarity.
10	227617	Toka	B	<ul style="list-style-type: none"> - You have a bunch of images and sprites in the document, but you don't refer to which character it is. - Player mode sketches should be annotated for clarity. You could possibly add a brief description for each sketch. - The behaviour and relationships section should include how different game objects interact with each other, not a description of their role. - You say the character will be given direct and indirect hints, but you don't actually say what they are other than the king putting a mark on the path. - Player interaction pattern means is the game single player or multi-player. - Boundaries section is missing
	222110		B	
	225599		B	
	219168		B	
11	223987	Sarah	D	<p>There should be at least 4 flowcharts.</p> <p>Player sketches and storyboards should be properly described and annotated to explain what's going on. The images are too vague. Some elements like Cutscenes and Behaviour Relationships are not addressed in the document.</p>
	218114		D	
	205349		D	
	184972		D	
12	220613	Sarah	A	<p>Very good document.</p> <p>The storyboards should be annotated for clarity and context.</p>
	195649		A	
	219835		A	
	222819		A	
	222188		A	
	224049		A	
13	225256	Sarah	A	Good document but needs more organizing to be more professional.
	225659		A	
	223377		A	
	220488		A	
14	206703	Sarah	A	Good document but note that continuous, page-long blocks of text are very hard to read and is not professional writing.
	227846		A	
	215497		A	
	224525		A	
	199574		A	
	206357		B	Overall English needs to be improved in terms of grammar, structure, spelling, etc.

15	196292	Sarah	B	<p>The document is all over the place, it's very hard to navigate and information regarding certain topics, like Sequence of Events, are thrown and disappointed all over the place. This is due to inconsistency in the planning of the document. It should feel as if it's written by ONE person.</p> <p>Flowcharts are very repetitive</p> <p>There should be a section explaining all the mechanisms that provide the player with hints in difficult parts of the game.</p>
	199021		B	
	200061		B	
16	219719	Sarah	A	Good document, well done.
	226650		A	
	222338		A	
	222929		A	
17	208792	Sarah	A	<p>Storyboards should also be annotated and described.</p> <p>Sequence of events section should involve putting more detail into how the story is broken down into each level's mechanics, narrative style and challenges. How the story is transformed into a game in a sensible way.</p>
	221082		A	
	220346		A	
	209507		A	
18	221095	Sarah	A	<p>Note that the general impression given by your document is that the game is pretty small and consists of only 3 levels.</p> <p>While having 3 levels over 5 team members is not wrong, you must have enough content and work to justify having 5 people working on only 3 levels. Overall game length prototype (without dying) should be about 5 minutes.</p>
	218892		A	
	227415		A	
	227665		A	
	219187		A	

19	226557	Sarah	F	<p>Not enough player sketches and storyboards. One is not enough. Document has several missing elements, like flowcharts, clear story, and hint system.</p> <p>Character section, story, sequence of events and other sections need much more expansion.</p> <p>Sprite sheets of all characters required.</p> <p>Document should be more organized and professional.</p>
19.5	206457	Sarah	D	<p>Art of each character should be included.</p> <p>In the story section, it should be told in a flowing and engaging language, as if it is a novel or fairy tale, not in the form of disjoint sentences or like bullet points.</p> <p>Cutscenes explaining conversations between characters and when they happen in the game's flow is missing.</p> <p>There should be at least 4 flowcharts and with correct symbols.</p> <p>Check list of General Feedback for more info.</p>
20	208416	Meriam	A	<ul style="list-style-type: none"> - In Boundaries section, you should include what the player can & cannot enter or interact with. - In Player Sketches/ Storyboards, you should include the spritesheets of any character that will have more than one movement. - In Challenges section, it is better to make it in bullet points. Each challenge alone. - You need to put your group number in the cover page. - The document's quality could be better. - Overall, well done.
	227826		A	
	220933		A	
	222575		A	
21	219575	Meriam	A	<ul style="list-style-type: none"> - In Boundaries section, you should include what the player can & cannot enter or interact with. - In Player Sketches/ Storyboards section, you should include the spritesheets of any character that will have more than one movement. - In Flowcharts section, you need to start by every frame and also the flowchart needs to be more detailed. You can split your flowchart inside of making one with many details. In the first flowchart you forget to write the condition on the last arrow. - In Sequence of events section, it should be divided into levels and describe each level what is happening inside it. - In Guidance section, you should explain more. - You need to put your group number in the cover page.
	222241		A	
	213527		A	
	218972		A	

22	221813	Meriam	D	<ul style="list-style-type: none"> - The Player Interaction section is wrong, you should write if this game will be single play or multiple play. - In Boundaries section, you should include what the player can & cannot enter or interact with. - In Player Sketches/ Storyboards section, you should include the art used in the game. For example: backgrounds and anything else. Also, you should sketch the levels or scenes and this is missing. - You should include the spritesheet for the character and any player which will have more than one movement. - Rules Section is missing. - You should do at least 4 flowcharts.
	227816		D	<ul style="list-style-type: none"> - The flowcharts need to be more clarified. - In Challenges section, you need to explain the challenges. - Resources section is not completely correct. Revise it again. - The Sequence of events section should be more detailed.
	219215		D	<ul style="list-style-type: none"> - Behaviour & Relationships section is missing. - The document's quality could be better. - You need to put your group number in the cover page.
23	224151	Meriam	A	<ul style="list-style-type: none"> - In Player Sketches/ Storyboards section, you should include the art used in the game. You need to put the backgrounds and everything. - You have illustrated the cutscenes by a good idea. - The document's quality could be better. - You need to put your group number in the cover page. - Overall, well done.
	226398		A	
	210916		A	
	219001		A	
	219134		A	
24	227996	Meriam	A	<ul style="list-style-type: none"> - The Boundaries section can be written in bullet points rather than a paragraph. - The sketches for the scenes show that the scenes are small. The overall game should take about 5 mins. - In Character section, you should include in it the characters image. Not in the player Sketch section. - The detailed story section contains grammar and structure mistakes, it should be enhanced. - Describing the levels and scenes should not be in the detailed story section, it should be in the sequence of events section. Remove it from detailed story. - The Sequence of events section is too brief. It should be more detailed. - Behaviour and Relationships section, you should describe it from
	228504		A	
	228326		A	
	221945		A	

	219999		A	the perspective of how game objects interact with each other. It is not their relationship with each other.
25	225328	Meriam	C	<ul style="list-style-type: none"> - The Player Interaction section is wrong, you should write if this game will be single play or multiple play. - In Boundaries section, you should include what the player can & cannot enter or interact with. - Player Sketches section should have the storyboards and any sketch not to put it in the detailed story. Remove it from the detailed sotry and put it in the right section. - In Player Sketches/ Stroyboards section, you should include the art used in the game. You need to put the backgrounds and everything. - The sketchs for the scenes show that the scenes are small. The overall game should take about 5 mins. - You should do at least 4 flowcharts. - You need more resources. you have mentioned only one. - You should mention links for the audio sounds. - In Character section, it should include more details. Alos, you need to put the images for the characters. - You should include the sprisheet for the character and any player which will have more than one movement. - Behaviour and Relationships section, you should describe it from the perspective of how game objects interact with each other. - You should include cutscenes. - You should mention more hints and describe them.
	227824		C	
	219140		C	
	225767		C	
26	225701	Meriam	B	<ul style="list-style-type: none"> - In Boundaries section, you should include what the player can & cannot enter or interact with. Not the places of the game. - The Player skeches section should have all the storyboards and any art you will use like background and so on. Remove game screenshots section and put it in this section. - In Flowcharts section check again that you have used the right symbols. - Characters section is too breif, you need to descibe more. - In Audio section, you should add a reference to the audio soundtracks. - Sequence of events section is too breif, you should explain it more and you should divide it into levels or secenes. - Behaviour and Relationships section, you should describe it from the perspective of how game objects interact with each other. It is not their relationship with each other. - You should explain more the cutscenes. - You should have more hints or guidance and to expalin it more.
	225974		B	
	218909		B	
	227163		B	

27	220091	Meriam	A	<ul style="list-style-type: none"> - In Boundaries section, you should include what the player can & cannot enter or interact with. Not the places of the game. - Player Sketches should have more details, also you should explain the storyboard. You can put annotations for example. - You should include the spritesheet for the character and any player which will have more than one movement. - In Character section, you should include the abilities of the characters. - The document's quality could be better. - You need to put your group number in the cover page.
	224190		A	
	228310		A	
	228639		A	
28	226252	Meriam	A	<ul style="list-style-type: none"> - In Boundaries section, you should include what the player can & cannot enter or interact with. Not the places of the game. - The Player Sketches need to be described and you need to provide the spritesheet for all the characters who have more than one movement. - Sequence of events needs to be divided into levels or scenes and to be more detailed. - You need to put your group number in the cover page. - Overall, organized document. Well done.
	207182		A	
29	200989	Alaa	C	<ul style="list-style-type: none"> -Not all group members participated according to the list. -Your submission is not following the posted template on e-learning. -Character section could be better -Rules section is repeated ! -Not all the rules were clear . You are expected to list them as bullet points with some explicit and implicit rules. -Challenges section is repeated. - Behavior and Relationships section, you should describe it from the perspective of how game objects interact with each other. It is not their relationship with each other. -flowcharts are incorrect. flowchart describes a certain behavior in your game. not sequence of levels. -the second flowchart has logical mistakes and additional unnecessary arrows
	216749		C	
	229187	Meriam	C	
	224746	Meriam	C	
	220842		C	<ul style="list-style-type: none"> - No Document Organization. -No table of Group Members -No Cover Page -You are expected to continue on the previous submission and update the document based on the given feedback. -Your story board section is missing details about the sketches as well as the sprite sheets

30	227110	Alaa	C	-your rules section should be formatted in numerical formatting. Also ,you should add more rules. -Challenges part is expected to be formatted in bullet points. -You are expected to have Resources that the character collects. for example, weapons that helps player defeat the zombies. -Also , your character section included materials that could had been added in the resources section. -Poor character section.
	226790		C	-sequence section should be well formulated and well detailed. -behavior and relationship section should have included how the interaction between different game objects happens in your game. Rewrite this section.
	218013		C	-what's in objectives section should have been stated in sequence section. -Poor flowcharts, they all target the same idea.
31	224170	Alaa	C	-The boundaries section should include restrictions about the player's movements and player's limitations through the game. -In the storyboard section, excellent idea for demonstration however, there should be storyboards for each level and it is expected to find more details about the assets of the game. - in the rules section, expected more rules. -In the challenges and resource section, what's listed is correct, however expected more items.
	222147		C	-In the audio section , try to add resources to your audio or references. it is also unclear what are you going to do with AI text to speech. -The detailed story is written in a format of a gameplay flow and less like a story. -Poor sequence of events. it is expected to have details about the flow of each level .
	222109		C	-behavior and relationship section should have included how the interaction between different game objects happens in your game. Rewrite this section. -The cutscenes section, you should describe what happens in detail in that scene and when does it happen. -You could have stated how does the player find the NPC.
	226848		A	- Storyboard section: consider making your scenes longer. -Flowcharts section , reconsider how does your diagram start the first process. as well as the direction of arrows -Challenges Section: list each challenge as a full sentence. -It would had been appreciated if you included some of your assets

32	219032	Alaa	A	in the character section , so that each character is listed with its assets. - Behavior & Relationships section , try to be more technical and ,mention the relationships between the objects. - the narrative of Cut scene focuses only on the cut scene story , challenges you listed are not necessary.
	224276		A	-well-defined sequence of events section. -Nice storyboards.
	227948	Engy	F	----- Ziad's Feedback. -not submitted with the group. -Not following the template posted on E-learning. -Poor Document organization. -Missing player interaction mode. -Expecting More characters. -Boundaries section is empty.
	223331		A	-Player sketches and storyboard is empty -audio section should be more organized and in bullet points. no resources for your audio received. -No flowcharts received. - No behavior and Relationship section. -No cut scene received
33	221523	Alaa	B	Player Interaction section is missing. It is not declared whether the game is single player or not. Poor resource section. You should describe what does the player collect and how does it affect the player in an informative format. Expected more rules and in details. Storyboard section: it should include sketches on the levels , backgrounds ...etc.
	224005		B	Flowchart section can do better. The first 2 flowcharts, double check the arrows associated with Player IDLE.
	224483		B	Hints to guide the user can do better.
	228008		B	Section Behavior & Relationships should describe the relationship between the player or other game objects with each other in a sort of a technical format
	227998		B	Sequence of events should list briefly in bullet point sequence of events though the levels

34	227636	Alaa	C	<ul style="list-style-type: none"> -Section Behavior & Relationships should describe the relationship between the player or other game objects with each other in a sort of a technical format. - There are components that were not delivered as per instructed or as described in the templates. - Components like: Boundaries , story ,Rules ... etc were not written by Human.
	224364		C	
	223452		C	
	227385		C	
	223658		C	
35	225264	Alaa	A	<ul style="list-style-type: none"> -The team member that submits the project in the first phase is expected to submit ALL phase. -Well Organized document. -Character section was written in a well-organized format in phase 1, the second phase is too abstract. try text phase to stick to the one in phase 1. -The boundaries section should include restrictions about the player's movements and player's limitations throughout the game. -Detailed story is far from being detailed. The detailed story in phase 1 was better. - in the player interaction section, you should mention if your name is single player mode or multiplayer. Not stating the different animation states. -Rules should be written as bullet points indicating the rules of the player has 5 health only and if they decreased the zero, game over.... ect . The section should include a mix of implicit and explicit rules. -flowcharts are well written. -Audio section should be more descriptive or add audio resources. -Section Behavior & Relationships should describe the relationship between the player or other game objects with each other in a sort of a technical format. -Cut scene could do better.
	219532		A	
	220190		A	
	222094		A	
	219353		A	
	228727		B	<ul style="list-style-type: none"> -rules should be more than that and listed as bullet points. -there is a mix between sequences of events and challenges. -there is a mix between the sequence of events section and story. -there is a difference between guidance and rules.
	225462		B	

36	227315	Alaa	B	-flowcharts are written to describe behaviors ,rather than code flow
	224774		B	
	226146		B	
37	221455	Alaa	D	<p>-Document Organization and structure is unacceptable.</p> <p>--The document has no formatting. it is not following the template posted on e-learning. The heading of each sections are either not correct or missing.</p> <p>- The character section can do better. character's abilities should be listed in the character section not at the end of the document.</p> <p>-The detailed story section is same as phase 1 and contains no updates.</p> <p>-Missing player interaction</p> <p>-Missing boundaries.</p> <p>-challenges section is poorly written. revise on English grammar and punctuation.</p> <p>-Challenges should be listed as separate bullet points.</p> <p>- your scenes need to consider that every scene should be slightly complicated than the previous one. reconsider the design of each scene.</p> <p>- no cutscenes were found.</p> <p>-No behavior and relationships were found.</p> <p>-Revise Flowcharts. Some of them were missing logic and some were lacking flow.</p> <p>- Flowcharts ideas were repeated.</p> <p>-Flowcharts are not supposed to have actors</p>
	223134		D	
	220230		D	
	220229		D	
	228421		D	
38	228248	Alaa	A	<p>-The boundaries section should include restrictions about the player's movements and player's limitations through the game.</p> <p>- Player interaction section, should explicitly indicate whether this game is a single player or multi-player.</p> <p>- there is a mix between detailed story and story board. it is expected to add the storyboard ij the storyboard section not in detailed story.</p> <p>-section Behavior & Relationships is missing</p> <p>-Flowchart section, revise some of your conditions does not have a false, and they should be presented as a process not as a condition.</p> <p>- Well done.</p>
	224030		A	
	222348		A	
	227631		A	

39	220737	Alaa	C	<ul style="list-style-type: none"> - In boundaries, what are the restrictions on the character's movements within the locations you have just mentioned -Section Behavior & Relationships should describe the relationship between the player or other game objects with each other in a sort of a technical format. -Challenges were duplicated in your document remove 5.3 and formulate the other one as bullet points. -Audio is missing - Storyboard section is missing
	222404		C	
	224356		C	
	220299		C	
40	208411	Engy	B	<ul style="list-style-type: none"> - The player interaction pattern refers to whether the game is single or multiplayer. - In the Boundaries section, you should include what the player can and cannot enter or interact with. - You are required to create a minimum of four flowcharts and avoid repetition in the functionalities. - The story should not be presented in bullet points. - The Behaviors and Relationships section is incorrect. - The formatting of the document could be improved.
	213876		B	
	227819		B	
	193842		B	
	209070		B	
41	222050	Engy	B	<ul style="list-style-type: none"> - The sketches should capture all the challenges presented in each scene - You are required to create a minimum of four flowcharts, with each flowchart representing a core functionality in your game - Player interaction pattern means whether the player is single or multiplayer - Resources component is missing. - You should describe the audios you're using - Good job on the characters. However, the details regarding their relationships with other game characters should be included in the character section, rather than in the relationships section - Sequence of events should describe in detail what happens in each scene with regards to the story - Behaviors and relationships section is incorrect
	228123		B	
	209454		B	
	224300		B	
	215474		B	
42	219226	Engy	A	<ul style="list-style-type: none"> - Boundaries section is missing- Very well done.
	222655		A	
	225155		A	
	222882		A	

	226061		A	
43	225683	Engy	B	<ul style="list-style-type: none"> -The player interaction pattern refers to whether the game is single or multiplayer. - In Boundaries section, you should include what the player can & cannot enter or interact with. - The sketches should capture all the challenges presented in each scene - I should be able to understand the flowcharts without the need for descriptions. Make them clearer and more focused on specific functionalities - The story section should focus on providing information about the background story rather than detailing what happens in the scenes - Good job on the behavior and relationships section - Environmental Clues should be more specific. - Formatting of the document could be much better
	221797		B	
	226723		B	
	224422		B	
	218893		B	
44	222739	Engy	A	<ul style="list-style-type: none"> - In the Boundaries section, you should include what the player can and cannot enter or interact with. - The formatting of the document could be improved. - Flowcharts would have been better with a white background. - Very well done.
	225411		A	
	220762		A	
	219939		A	
45	223359	Engy	A	<ul style="list-style-type: none"> - Enemies should also be included in the characters section. - The sequence of events should be more detailed, describing what happens in each scene in detail. - The behaviors and relationships section is incorrect - Well done
	228027		A	
	218796		A	
	219728		A	
46	220770	Engy	C	<ul style="list-style-type: none"> - Player interaction pattern means whether it is single or multiplayer. - "If they try to walk outside of the boundary", what boundary? -The sketches should capture all the challenges presented in each scene. - Health should also be part of resources. -You should describe the audios you're using. -The characters section should include all the characters
	225066		C	

	211418	Engy	C	in your game, including the enemies. - Story is too brief. - The sequence of events should be more detailed, describing what happens in each scene in detail. -The behaviors and relationships section is missing. -Cut scenes and hints to guide need more details.
	217527		C	
47	220905	Engy	C	-The player interaction pattern refers to whether the game is single or multiplayer. -The sketches should capture all the challenges presented in each scene. -Additional flowcharts are required to highlight other functionalities in the game, not just fighting enemies. -You should break down your story into paragraphs. -The behaviors and relationships section is missing. -The cutscenes section is missing. - Resources section should be more specific -The formatting of the document could be improved.
	202936		C	
	225069		C	
48	228620	Engy	C	-The player interaction pattern refers to whether the game is single or multiplayer. - In the Boundaries section, you should include what the player can and cannot enter or interact with. - The sketches should capture all the challenges presented in each scene. - A brief description of what the resources do is required. -The audio description should be more specific. - The sequence of events should be more detailed, describing what happens in each scene in detail. - The behaviors and relationships section is incorrect. - More details should be provided about each cutscene.
	219127		C	