

Proposal Feedback

Important Notes:

- 1.Starting from next Phase, submit your project entitled with your GROUP NUMBER assigned to you by the TA.
(e.g. Group_5_Phase2)
- 2.Ideas are not graded, but the clarity and professionalism of the document is.
- 3.Students who are only 2-3 members now have extra team members assigned to them.
- 4.Individual students that have been randomly re-assigned to groups are highlighted in **this color**.
- 5.Students who have been re-assigned will work on the idea of the groups they were assigned to.
- 5.If any student is not doing their job, the **Team Leader has the right to report** by writing a table breaking down each member's contribution.
- 6.Any questions about feedback are to be asked during office hours ONLY. TAs will not discuss feedback outside of office hours.

| Group No. | ID | Game Name | Marking TA | Grade | Comments |
|-----------|--------|---|------------|-------|--|
| 1 | 227120 | Mystery Purse | Toka | A | Idea accepted |
| | 228074 | | | A | -You mentioned some characters (items & dog) but did not provide any description for them. |
| | 218767 | | | A | Overall, interesting idea, well done. |
| | 226557 | | | B | -The story is too brief and needs a lot more detail. |
| 2 | 220456 | Doorway Divers Boo's Odyssey: A Journey Through Realms | Toka | A | -Idea accepted Well done. |
| | 224988 | | | A | |
| | 225692 | | | A | |
| | 220633 | | | A | |
| 3 | 227447 | Genisis Return To Earth | Toka | A | -Idea accepted Well done. |
| | 219781 | | | A | |
| | 228679 | | | A | |
| | 226392 | | | A | |
| | 221486 | | | A | |
| 4 | 227374 | The Mysterious Island | Toka | B | Idea accepted |
| | 224742 | | | B | You need to provide details for the characters (role, description, backstory). |
| | 227553 | | | B | The quality of the document could be improved. i.e., formatting, page numbering, etc. |
| | 227753 | | | B | |

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|----|--------|--|-------|---|--|
| 5 | 228013 | The Grudges' Spell | Toka | A | -Idea accepted. -You need to provide more details regarding the backstory of the characters. -You need to describe the story in terms of story events (backstory and why and how everything is happening) not in terms of levels. |
| | 227379 | | | A | |
| | 225969 | | | A | |
| | 218653 | | | A | |
| 6 | 213325 | ("The Rise of the dead ") A Father's journey | Toka | B | -You only mention a single character. What about the other NPCs and enemies? You should mention and describe them too. -The quality of the document needs improvement (font, justification, page numbering, etc) |
| | 210343 | | | B | |
| | 225725 | | | B | |
| | 228482 | | | B | |
| | 216770 | | | B | |
| 7 | 227931 | The Villager's Vigilance | Toka | A | -Idea accepted -Excellent document. Well done. |
| | 220961 | | | A | |
| | 222335 | | | A | |
| | 226532 | | | A | |
| 8 | 221542 | Chase to the Tomb A Lost Tomb Adventure | Toka | B | -Idea accepted -The character section is very short and needs more detail -The quality of the document needs improvement (i.e., formatting, page numbering, grammar, etc.) |
| | 228864 | | | B | |
| | 226879 | | | B | |
| | 225906 | | | B | |
| | 228938 | | | B | |
| 9 | 227450 | Crime Link | Toka | B | -Idea accepted. -You only mention the names of the characters. You need to provide a description for each (background, role, abilities, etc). -The story is interesting but there are a lot of grammatical mistakes which make the story it hard to follow. -The quality of the document needs improvement (formatting, page numbering, grammar, etc) |
| | 226791 | | | B | |
| | 219879 | | | B | |
| | 225720 | | | B | |
| 10 | 227617 | The Prisoner Of Zenda | Toka | B | -Idea accepted -You need to provide more detail about each character (background) |
| | 222110 | | | B | |
| | 225599 | | | B | |
| | 219168 | | | B | |
| 11 | 223987 | Dhoroche | Sarah | A | -Idea Accepted. Document is complete but could look a bit more |
| | 218114 | | | A | |

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|----|--------|-----------------------------|-------|---|---|
| 11 | 205349 | The Harbours | Sarah | A | aesthetic and professional. |
| | 184972 | | | A | |
| 12 | 220613 | GhostTown | Sarah | A | -Idea Accepted. Document is complete but could look a bit more aesthetic and professional. |
| | 195649 | | | A | |
| | 219835 | | | A | |
| | 222819 | | | A | |
| | 222188 | | | A | |
| | 224049 | | | A | |
| 13 | 225256 | The Treasure | Sarah | B | -Idea Accepted. -Document formatting could be better. -The Characters section is much too short. A little more information about each of the characters is important to convey to the reader things like their special abilities, skills, motivations, objectives, etc. -Note that the image assets you added to represent level backgrounds will not be usable to create a complete game. Remember that levels are meant to be immersive worlds that the player moves through and the camera will follow. Consider any 2D platformer game you played before; did they have only 1 background image? Of course not. |
| | 225659 | | | B | |
| | 223377 | | | B | |
| | 220488 | | | B | |
| | | | | | |
| 14 | 206703 | Matrix Escape | Sarah | A | -Idea can be accepted, but know that trying to create parkour movement will be challenging, so unless you are SURE you know how to create it, change the idea a bit. -Document is complete but could look a bit more aesthetic and professional. |
| | 227846 | | | A | |
| | 215497 | | | A | |
| | 224525 | | | A | |
| | 199574 | | | A | |
| 15 | 206357 | The Duchess Who Disappeared | Sarah | C | -Idea accepted, but consider tightening your story as the levels and their environments are very disconnected. Levels shouldn't feel like each one is a different game. -English structure and grammar needs revision. -Document formatting could be more professional. |
| | 196292 | | | C | |
| | 199021 | | | C | |
| | 200061 | | | C | |
| 16 | 219719 | Journey in Vain | Sarah | A | -Idea accepted. -Document formatting could be more professional. |
| | 226650 | | | A | |
| | 222338 | | | A | |
| | 222929 | | | A | |

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|----|--------|--|--------|---|---|
| 17 | 208792 | Attack on the Dead | Sarah | A | -Idea accepted. -Document formatting could be more professional. |
| | 221082 | | | A | |
| | 220346 | | | A | |
| | 209507 | | | A | |
| 18 | 221095 | Khufu's Curse | Sarah | A | - Idea accepted. |
| | 218892 | | | A | |
| | 227415 | | | A | |
| | 227665 | | | A | |
| | 219187 | | | A | |
| 19 | 221455 | Whispers of Magic | Sarah | B | - Idea accepted. - The document's quality could be better. For example: page numbering, formatting, etc. - Some English mistakes. - The Characters section is much too short. A little more information about each of the characters is important to convey to the reader things like their special abilities, skills, motivations, objectives, etc. -You mentioned some characters in your character section, but then never explained their purpose in the story. |
| | 223134 | | | B | |
| | 220230 | | | B | |
| | 220229 | | | B | |
| | 228421 | | | B | |
| 20 | 208416 | Heroes vs. Aliens: The Gem of Salvation | Meriam | A | - Idea approved. - The document's quality could be better. For example: page numbering, formatting, etc. - Well done. |
| | 227826 | | | A | |
| | 220933 | | | A | |
| | 222575 | | | A | |
| 21 | 219575 | SCATTERED SANDS | Meriam | A | - Idea approved. - The characters part is good however you should mention more details. For example: the characteristics for each player. - The document's quality could be better. For example: page numbering, formatting, etc. |
| | 222241 | | | A | |
| | 213527 | | | A | |
| | 218972 | | | A | |
| | 221813 | | | C | - Idea approved. - The characters part is very abstract. you should provide more details. You should say the character's role in the game, background and characteristics. - The story is so breifed. You should provid more details such as the main players what will do in the story and so on. The story should have start, middle and end. |
| | 227816 | | | C | |
| | 219215 | | | C | |

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|----|--------|---|--------|---|---|
| 22 | 224746 | Mr X's Secret | Meriam | D | The target audience should be more specific. For example: to specify certain age or gender. The Key characters part is missing. The story is so brief. You should provide more details such as the main players what will do in the story and so on. The story should have start, middle and end. The document's quality could be better. For example: page numbering, formatting, etc. |
| 23 | 224151 | AI Apocalypse Escape | Meriam | A | - Idea approved. - The target audience is so vague. You should be more specific. For example: to specify certain age or gender. - The document's quality could be better. For example: page numbering, formatting, etc. |
| | 226398 | | | A | |
| | 210916 | | | A | |
| | 219001 | | | A | |
| | 219134 | | | A | |
| 24 | 227996 | MacAttack "Getting Stolen Recipe" | Meriam | A | - Idea approved. - Document is very organized. - The story part is good but it contains grammar and structure mistakes, it can be enhanced. - Well done. |
| | 228504 | | | A | |
| | 228326 | | | A | |
| | 221945 | | | A | |
| | 219999 | | | A | |
| 25 | 225328 | AI Ragol AL Enaab "The Egyptian superhero" | Meriam | B | - Idea approved. - The characters part is very abstract. you should provide more details. You should say the character's role in the game, background and characteristics. - The story should be written in a form of a paragraph describing the background, the characters, their roles and what is going through out the whole game. The story should have start, middle and end. - The document's quality could be better. For example: page numbering, formatting, etc |
| | 227824 | | | B | |
| | 219140 | | | B | |
| | 225767 | | | B | |
| 26 | 225701 | Out of Time | Meriam | C | - Idea approved. - The characters part is very abstract. you should provide more details. You should say the character's role in the game, background and characteristics. - The story part is very abstract and it doesn't include |
| | 225974 | | | C | |

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|----|--------|-------------------|--------|---|---|
| | 218909 | | | C | anything. You should provide detailed story such as the main players what will do in the story, what is going through the whole story and so on. The story should have start, middle and end. |
| | 227163 | | | C | |
| 27 | 220091 | Ghadab The Zombie | Meriam | A | <ul style="list-style-type: none"> - Idea approved. - The document's quality could be better. For example: page numbering, formatting, etc. - Well done. |
| | 224190 | | | A | |
| | 228310 | | | A | |
| | 228639 | | | A | |
| 28 | 226252 | Fraternal Fury | Meriam | A | <ul style="list-style-type: none"> - Idea approved. - The characters part is good however you should the character's roles not clear in the game and background. - The document's quality could be better. For example: |
| | 207182 | | | A | |
| 29 | 200989 | Wonder boy | Alaa | D | <ul style="list-style-type: none"> -Your idea requires more details to be subjected for approval -Poor document organization. -There's no details about the characters. -grammatical and punctuation mistakes found in the story. Also, the motivation of the character is not clear. |
| | 216749 | | | D | |
| | 229187 | | Meriam | C | Idea approved. In the Key characters part, you should provide details for each character like background, role and characteristics, not only names. Their story is so brief, you need to provide more details. The document's quality could be better. For example: page numbering, formatting, etc. |
| | 219127 | | Engy | C | Idea approved. Mention the characters' special abilities, roles, and background story. Pay attention to the formatting of the document. |
| | | | | | |
| 30 | 220842 | The Adventures of | Alaa | A | <ul style="list-style-type: none"> -Idea Approved - Expected in the target audience something like a certain age or gender. -The character section needed to include details like |
| | 227110 | | | A | |

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|----|--------|-------------------------------|------|---|--|
| 30 | 226790 | The Villager | Alaa | A | characteristics |
| | 218013 | | | A | |
| 31 | 224170 | Sugar Kick | Alaa | A | -Idea Approved -Great document organization and well written sections. -Reconsider the number of NPCs in your Game. -The story is great and creative, but the challenges the character faces in his dreams are slightly not clear. -Discuss with your TA , how will the characters look like in the game implementation. |
| | 222147 | | | A | |
| | 222109 | | | A | |
| | | | | A | |
| 32 | 226848 | Gojo's return to planet earth | Alaa | A | -Idea Approved -Well written documnt. -Document is organized but consider page number and page borders |
| | 219032 | | | A | |
| | 224276 | | | A | |
| | 227948 | | Engy | F | What is the name of the game? Mention all the characters in the game, including their special abilities, roles, and background story. The background story should be included! Idea not accepted. |
| | 223331 | | | F | Idea not Accepted. |
| 33 | 221523 | The Temple of The Lost Wish | Alaa | B | -Idea Approved. -The target audience is mixed with the genre. -The main character section is missing the identification of NPCs , characteristics of all characters too. -Consider document organization like justifying , page border or page number.. etc |
| | 224005 | | | B | |
| | 224483 | | | B | |
| | 228008 | | | B | |
| | 227998 | | | B | |
| | 227636 | | | B | -Idea Approved -The character section is missing information, like |

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|----|--------|--|------|---|---|
| 34 | 224364 | VENOM: ALIENS DOWN TO THE UNIVERSE | Alaa | | characteristics or background information about the character. -consider punctuation in your story. -keep in mind that later in implementation each level is not depending only on collecting riddles. interactive behavior is expected (take it into consideration while planning next phase) -Make sure you have sprite sheets for the sprites mentioned in the main character section. |
| | 223452 | | | B | |
| | 227385 | | | B | |
| | 223658 | | | B | |
| 35 | 225264 | Capitan Jack Cutter | Alaa | A | -Idea Approved -When you submit the contribution table please submit your names and IDs not your mails. - Target audiance and Genre is epected to be more abstract. -Some sections were unnesserily detaied -Consider document orgnization like justying , page border or page number.. etc |
| | 219532 | | | A | |
| | 220190 | | | A | |
| | 222094 | | | A | |
| | 219353 | | | A | |
| 36 | 228727 | Upon the gates of Egypt | Alaa | A | -Idea Approved -Consider document orgnization like justying , page border or page number.. etc |
| | 225462 | | | A | |
| | 227315 | | | A | |
| | 224774 | | | A | |
| | 226146 | | | A | |
| 37 | 221455 | Whispers of Magic | Alaa | C | -Idea to be discussed -in the Genre, Fantasy would make more sense than drama as a genre for a game. -Poor Main character section: expected a description, how the character looks like, characteristics or abilities. -The story and geneflow are detailed but not enough to provide a clear understanding. Also, you seem to have 2 players, that is okay, but it is not clear what is the impact of choosing either. because apparently, that has consequences in your story that are not clearly demonstrated. -In your flow, reconsider what is a scene and what is a level. |
| | 223134 | | | C | |
| | 220230 | | | C | |
| | 220229 | | | C | |
| | 228421 | | | C | |
| | 228248 | | | A | |
| | 228248 | | | A | -Idea Approved -You mentioned that your game characters assets are |

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|----|--------|-------------------------------|------|---|--|
| 38 | 224030 | My family, my purpose | Alaa | A | - You mentioned that your game characters assets are created by your team. Thats great but take into consideration Sprite sheets for animation (in case you will use this method) |
| | 222348 | | | A | |
| | 227631 | | | A | |
| 39 | 220737 | Skull Forest Survival | Alaa | A | -Idea Approved -itake into cosideration the quality of your chosen characters assets. |
| | 222404 | | | A | |
| | 224356 | | | A | |
| | 220299 | | | A | |
| 40 | 208411 | Monkey's Journey Home | Engy | B | -Idea approved. -The game should also mention the characters' special skills or abilities. -The story is too brief. -The formatting of the document could be better. |
| | 213876 | | | B | |
| | 227819 | | | B | |
| | 193842 | | | B | |
| | 209070 | | | B | |
| 41 | 222050 | KNIGHT'S QUEST | Engy | A | -Idea approved. -Genre and target audience should be in subsections. -Need to add a background story for each character. |
| | 228123 | | | A | |
| | 209454 | | | A | |
| | 224300 | | | A | |
| | 215474 | | | A | |
| 42 | 219226 | Saving Tuffy: Key to freedom. | Engy | A | -Idea approved. -The story could include more background on why Tuffy has been kidnapped by Tom in the first place. -Overall, good work. |
| | 222655 | | | A | |
| | 225155 | | | A | |
| | 222882 | | | A | |
| | 226061 | | | A | |
| 43 | 225683 | THE UNFORGIVEN | Engy | A | -Idea approved. -The game cannot contain only two characters. Mention all the characters in the game, including their special abilities, roles, and background story. -Break down your story into paragraphs. - Formatting could be better. |
| | 221797 | | | A | |
| | 226723 | | | A | |
| | 224422 | | | A | |
| | 218893 | | | A | |
| 44 | 222739 | Osta Hamed | Engy | A | -Idea approved -Formatting could be better -Overall, good work. |
| | 225411 | | | A | |
| | 220762 | | | A | |
| | 219939 | | | A | |
| | 223359 | Khufu's Curse | Engy | A | -Idea approved -In the stroy, you should mention the background stroy of the side characters as well. |
| | 228027 | | | A | |
| | 218796 | | | A | |

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|----|--------|--------------------|------|---|--|
| 45 | 219728 | | | A | |
| 46 | 220770 | Ruby Knight | Engy | B | -Idea approved -Your game could fall under other genres as well. -Stroy could use more details -Some details are missing from some characeters -Formatting of the document could be better |
| | 225066 | | | B | |
| | 211418 | | | B | |
| | 217527 | | | B | |
| 47 | 220905 | The Treasure Quest | Engy | C | - Idea approved - The target audience should be more specific. - Where is the description of each character, their background story, their abilities, and their role? - The formatting is really bad. Don't use red font or underline. The font should not be that big. Please fix the formatting! |
| | 228620 | | | C | |
| | 202936 | | | C | |
| | 225069 | | | C | |