# Assignment 3 Feedback Group 12 Umbrella Game

## Feedback

This is a nice concept, set in a lovely environment. The actual object itself has some interesting physical properties which can be manipulated, but more could be done with this, some of which was suggested during the presentations. A lot of effort has clearly gone into showcasing the asset and the gameplay, and it appeared fairly close to being playable. The asset and environment both look good, and the interactions are handled well. The umbrella blocking a lot of the scene when open isn’t ideal, but could be argued to be a game mechanic making the player more likely to stop defending all the time so they can see what is around them. The fact that the player (and therefore the magic umbrella) cannot currently move freely around the scene is something of a limitation at present.

## Suggestions for Future Work

This has a lot of potential to be a really nice AR game, with sufficient effort. It is definitely feasible in AR. You have already shown most of the core gameplay, and both your group and observers at the presentation on 2nd December had great suggestions to improve the AR game. Enabling player movement within an AR area would be something to consider. Some of the suggestions such as having the umbrella absorb energy and that energy being required to fire at the enemies, being able to bounce projectiles back using the umbrella rather than just destroying them (or, even better, being able to swing around and manipulate them e.g. to send them towards other enemies), the umbrella only being able to hold a certain amount of energy before it breaks (to encourage/ force the player into attack mode sometimes), having hit points for the wizards so that attacking is more powerful than deflecting fireballs, and so on. The idea to have the umbrella be slightly transparent was interesting but may not be the best idea for gameplay. Using the inside of the umbrella as a mirror to see behind you was also a really interesting idea, but could potentially add some confusion to the gameplay. This could definitely be a really nice AR game if you have the time to build on this foundation by incorporating some of the ideas discussed at the presentation.

## Grade

This is a grade 5. The mark is 27 out of 30.