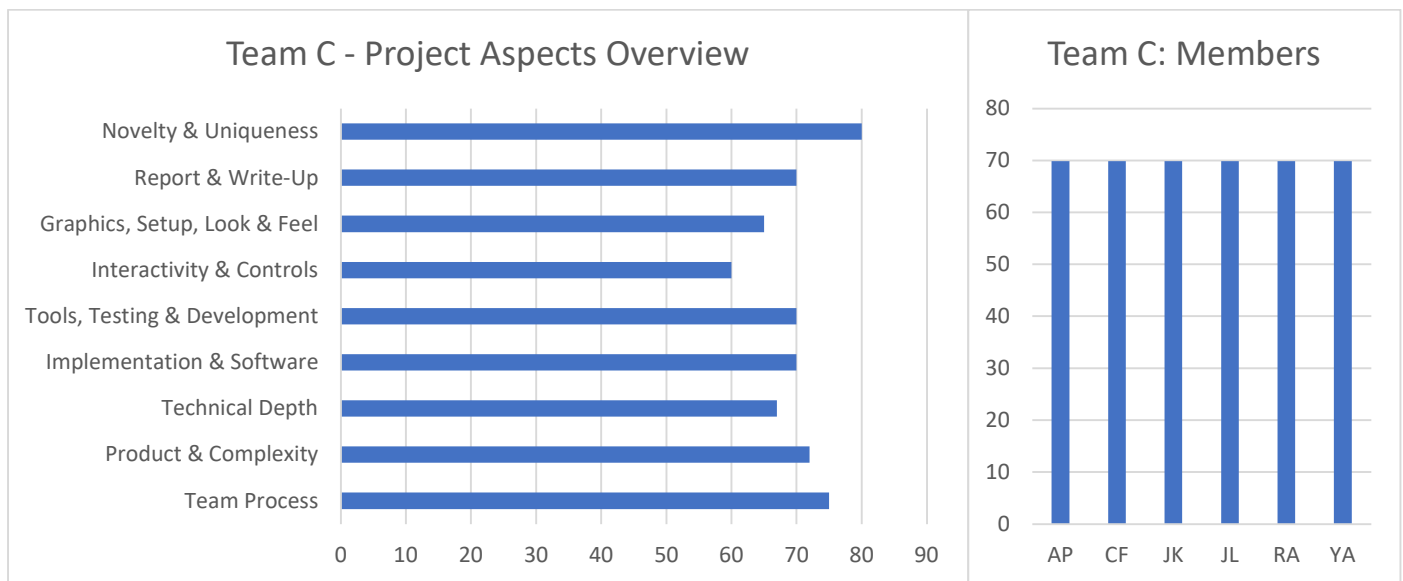


Team C - Naumachia

Formative Panel Feedback: excellent (70) – all pass



You implemented a truly unique game concept and produced a well-written report about your work. Some of your main achievements, such as the Wheel H/W and the Enemy AI/NavMesh system, are challenging and well thought through. The firing-arc solution seems simple, but effective. Your team has shown adaptability and a willingness to engage with the issues that occurred during development, and you reflect well on it in your report. It is good to see paired programming sessions included in the development process. Of note is the way your team responded to a change of direction, adapting and re-purposing the work as necessary. You produced a very interesting game with a great use of real-world objects. The use of voice commands to fire cannon is excellent (the panel is really sorry not to be able to watch this game being played). Your game play (e.g. score multiplier, respawning instantly) is well thought out. There were lots of challenging elements in your project, the voice commands, the obstacles etc. Again, there is also your good reflective write up with lots of detail.

The technical breadth of your project is impressive. The novel topic requires animated water, and VR on a moving platform, as well as the usual modelling and effects. Added to that are a custom ship's wheel controller, and voice control. It was good to read about your use of workflows and sprints, careful use of versions, and pair/group programming and regular communications added to the enthusiasm and cohesion of the group to make a successful development. It is very clear from your write-up that there was enthusiasm for an original idea, breadth of technical work, including custom hardware and flexibility and responsiveness to criticism or difficulties.

Using a physical ship's wheel as the main form of control is novel and ambitious. Given that both controllers were unable to be completed it would have been good to hear more about alternative/backup methods of control that may capture some of the spirit of using a wheel, but without the reliance on custom hardware. The addition of the voice commands adds another element, but the panel feels that this could have been integrated further into gameplay with a wider variety of commands and uses. Thus, the interactivity lacks a bit behind the aspirations and possibilities that voice control offers. This may well have been a timing issue though. It's good to read about the decision to drop collaborative gameplay in favour of competitive gameplay. A good account of the AI opponent is given, an interesting addition would have been different AI 'character' to add variety. It would be good to hear more about the overall story and setting of the game and how this ties together the different visual elements of roman amphitheatre, 15thC ships, greek columns and finally a volcano(!). It's good to see the effort that has gone into the visual effects such as fires, the water and the ships breaking up. There is a clearly structured report with good use of images, experimentation with controllers. Yet, the overall gameplay/interactivity feels a bit muddled, for instance using head tracking as a method for aiming the cannons doesn't match up with using the physical wheel for steering.

In summary, you can be exceptionally proud of your achievements in the games project both in terms of your team as well as the game you produced. Very well done.