

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 2	Student: Luke Rees	Date: 20/05/2023
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1. Engagement with Literature Skills - 7/15
There is a mood board shown with Trello being used as a base to create it, this is good but would liked to have seen more research throughout the project, or at least a breakdown of the research on a blown up version of the Trello page.
2. Knowledge and Understanding Skills - 11/15
Substance painter and maya used throughout project with their usages discussed. Unreal Nodes/Materials used and discussed, showing understanding of these systems. Landscape tool used in Unreal Engine 5 which evidences self directed learning, well done.
3. Cognitive and Intellectual Skills - 8/10
Utilization of Gantt chart demonstrates ability to think critically and manage your time, good job. Use of asset list is good, this is useful for project planning. Additional gameplay added later in the project with a mention of scope is a good touch as it shows awareness for wider project management.
4. Practical Application Skills - 29/40
3D Work is evidenced with textures but would have been good if designs were inspired more heavily by the research. Levels shown are visually unique and distinctive, with colour and light theory mentioned. Use of landscape tool is evident along with application of emissive textures.
5. Transferrable Skills for Life and Professional Practice - 12/20
Introduction to yourself and project is needed as it gives context to viewer, make sure to not dive straight in. Slides are clear and of a consistent style.

Overall Mark:
67%