

A Mighten

by Ashanti Mighten

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2304545 / Game Theory and Design

https://youtu.be/Be0-jun9kPc?si=Un_YpE2u-Qo3duiE – presentation

https://uowtsd-my.sharepoint.com/:p/g/personal/2304545_student_uwtsd_ac_uk/Eb0hLocMwilFsaOpNj-PBQ8BpPK12ti270CdNIBJLR-jrQ?e=DfLAOh – powerpoint

FINAL GRADE

70/100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (71%)

A good understanding of the pitch process is evidenced in the work.

Competition and other products are identified and comparisons are made not just with your idea, but each other as well. From this, your USP is defined – this is a good way to approach this topic.

3. Cognitive & Intellectual Skills (69%)

Demographics are covered and based on the PEGI age rating content. This is a good foundation – consider expanding this to player hobbies, interests and possibly also personality types to help aid your design choices in the second stage of development.

Platform suitability is covered, with high-performance listed as a critical part of the experience. This is good to observe, especially as this is an online multiplayer game.

Flow diagrams help define actions and objectives in the game.

4. Practical Application Skills (68%)

Visual elements are used to help build a picture of the game environment. This is helpful for your audience and increase potential for engagement and interest.

Contextual elements to the environments are a nice inclusion and provides world building and context.

Placeholder visuals (e.g. character roster) is good to see as this helps to illustrate your concept. Game styles and factions are also represented well in this manner.

5. Transferrable Skills for Life and Professional Practice (71%)

A good elevator pitch is delivered as part of the introduction – this is a good overview of your idea.

The idea is well narrated and clear, and though a little shorter than 10 minutes the pitch makes good use of the time allocated. A summary is delivered that provides a suitable conclusion to the pitch and feels professional.

Overall Mark: 69.7%