

C Nash

by Chloe Nash

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Chloe nash

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Game design, game design and theory

This is a link to my google drive document containing my powerpoint video and powerpoint about a racing game set in Japan.

<https://drive.google.com/drive/folders/18-We25yeGOt2mOE5stxYxLSIJezbTVmv?usp=sharing>

anyone with the link can gain access

FINAL GRADE

58/100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (60%)

Context is provided for the game's theme and genre. This helps inform and explain your idea in the presentation.

The player's role is identified in the pitch, which is important as the game pitch should always include information on player participation.

Challenges in gameplay are outlined in the presentation.

Competition and similar titles are shown in the presentation showing evidence of research. Consider including Need For Speed: Hot Pursuit too, as this is a very similar concept to your own.

3. Cognitive & Intellectual Skills (57%)

Control systems are defined with visuals – it may be a little early to consider this level of detail in the pitch, but the inclusion of this does show an ability to analyse gameplay and translate it into appropriate control systems.

The car combination feature is an interesting concept – this

could be affected by dominant strategies and 'meta' builds, so it may be a consideration to offer several similar options to provide variety.

4. Practical Application Skills (58%)

Visual elements help the presentation in terms of engagement and understanding.

Maps, cars and competing products are shown as well as listed, which provides valuable context.

5. Transferrable Skills for Life and Professional Practice (57%)

An intro is provided as part of the presentation – this is good, though it is still a little detailed. Consider an elevator pitch as a summary to help in the presentation.

The presentation makes use of the 10 minute allocation stated in the brief, is divided into sections and has a brief summary at the end. This is good as it provides a structure that is easy to follow.

Overall Mark: 57.9%