

Frankie Snow

by Frankie Snow

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Frankie Snow (2305483)

BA Computer Games Design Year 2

Game Theory and Design – Assignment 1

Video Link:

Below is a YouTube link to my solo game pitch.

<https://youtu.be/f0dtkY9q0Sw>

FINAL GRADE

68/100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (71%)

An interest and knowledge of theology is included as part of the game pitch.

Having a personal interest helps with motivation and passion, so this is always good to see.

Gameplay features are covered and consideration is given to replay value.

Character creation is recognised as a valuable element to games of this nature – this will help people with engagement and ownership when experiencing the game.

3. Cognitive & Intellectual Skills (68%)

Demographic is identified in the work and this involved interests rather than age – this is important as it will help you define the style and content of your game idea.

Platforms for the game are considered, and the choices made have partially been based on mods and communities. This could also boost replay value.

Similar titles are identified as competition in the presentation with additional information given as to why they are related to the pitch.

Pacing and rhythm in the gameplay is considered – this is vital to the game experience so it good to see.

4. Practical Application Skills (68%)

Visual aesthetics are explored with related materials – good for helping the audience understand what you are hoping to develop. Colour palletes are considered and presented too.

Flow charts help illustrate core gameplay loops – this is good to see. Any way to visualise information in a presentation is useful.

5. Transferrable Skills for Life and Professional Practice (65%)

An elevator pitch is delivered at the beginning of the submission which provides a general introduction and overview – this is good for providing context to the audience and giving them just enough knowledge to engage before you explain in further detail. Good work.

The presentation is narrate well and covers a number of topics related to the game idea. We're a little over 10 minutes on this one – try to cut this down in any future to make sure you stick to the time budgets specified in the brief.

Overall Mark: 67.7%