

# P Richmond

*by Philip Richmond*

---

**Submission date:** 31-Jan-2025 02:20PM (UTC+0000)

**Submission ID:** 249818322

**File name:** 41405\_Philip\_Richmond\_P\_Richmond\_647737\_189306420.docx (11.02K)

**Word count:** 26

**Character count:** 163

Philip Richmond

2212266

BA/HND Computer Games Design

Game Theory & Design

Your Game Idea: Pitch Presentation

Below is my YouTube link for my Pitch Presentation

[https://youtu.be/CiDNYa\\_O0Ys](https://youtu.be/CiDNYa_O0Ys)

### FINAL GRADE

66/100

### GENERAL COMMENTS

#### 1. Engagement With Literature Skills

*(not assessed in this assignment)*

#### 2. Knowledge & Understanding Skills (68%)

Consideration for contextual environments are given in the work – these are linked thematically to the core ideas of the game – consistency like this shows a good level of professionalism.

Challenges are highlighted in the work – this is important as the gameplay is what is most important when pitching a game idea.

Consideration for audio has also been made that could help with the arcade feel of the game.

#### 3. Cognitive & Intellectual Skills (66%)

Considerations for expansions on the theme have been made – this is good as it shows the game has potential for growth.

Competitive products have been identified, demonstrating analytical thinking applied to research related to the project. This also applies to demographic studies, also featured in the presentation.

#### **4. Practical Application Skills (67%)**

Use of AI images is good to see – this provides ideal prototype visuals that help add strength to the idea. These are also particularly engaging for the audience.

Considerations for both 2D and 3D styles are given for the game idea. Cases are presented for both.

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

The overview/elevator pitch is good and provides a good amount of information to the audience at an early stage of the work.

A good use of the presentation time has been demonstrated in the work, with a lot of information conveyed in the work.

**Overall Mark: 66.4%**