

DARK GALAXY Feedback

The Audio Design documentation is very good - despite the challenges in the team finalising a specific design, you have managed to achieve relatively comprehensive documentation for this project. Your written work and grammar needs refinement in places, but overall you identify the key challenges and propose valid approaches to music and sound effect implementation. The document has very good analytical research of existing soundtracks etc. The asset list at this stage is limited, push the code/design team in semester two to give you more detail on sounds required so that you can manage your workload across both projects effectively. The development portfolio is very strong - you can hear how you have been influenced by existing work. The game theme is excellent - with incidental music clearly in a position to effectively support the intended style of gameplay. The portfolio provides some very good insights into your process through the use of screenshots from the software you have been using. Overall very good work.

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Score:

Research:

A - In your portfolio you demonstrate an excellent ability to carry out extensive and targeted research in response to the brief and in relation to your subject area

Testing and Experimentation

A - You demonstrate an excellent ability to iteratively test and refine ideas and development processes in the support of prototypes and production planning materials.

Engagement and Commitment

A - In your submission you provided a substantial amount of work, demonstrating strong engagement with project planning and prototyping and commitment to the team.

Planning

B - Your contribution to professional documentation was very good, providing the team and client with highly appropriate and accurate design guidelines and project planning materials.

Presentation

B - The presentation of professional documentation was very good, demonstrating an ability to clearly and professionally communicate information to the development team and client.