Game Design EVALUATION

This document will help you write up and develop your game design evaluation.

# WHAT WENT WELL DURING THE PROJECT?

Making the designs for my snooker game , I loved making levels for it I did an aqua , candy , farm , ufo , forest and a lava level I also liked developing the idea for my games idea and was fun and enjoyable.

# WHY WAS THIS?

In my opinion the level designs were fun & easy to create and were fun to do I only made these to show how my game would look and stuff and it was quick and easy to do.

# WHAT DIDN’T GO AS WELL AS ORIGINALLY PLANNED?

Creating my robot character Wyro

# WHY WAS THIS?

I drew Wyro very badly and terribly as much as I like the robot the only thing I don’t like is how its designed as I used paint on it I should of used something else like a templete and make it from there and should have been designed better.

# WHAT SKILLS HAVE YOU DEVELOPED THROUGHOUT THE PROJECT?

The skills I have developed is the idea to create game ideas and also create levels for how my games would look like and also make 3d prototypes of my games I want to design overall I have developed many different skills over this section of my course.

# WHAT WOULD YOU LIKE TO EXPLORE FURTHER?

The idea to make a working version of my snooker game to explain how it will operate and how to get the bonus level and unlock different themes to show to developers in the future my game that’s what I would like to explore further.

# WHAT WOULD YOU DO DIFFERENTLY IF YOU WERE TO DO THE PROJECT AGAIN?

One thing I would do differently if I were to do this project again is to not rush this project in my opinion I rushed too fast in doing my work and should of took it slowly to be at the same level as the others.