

Flash Project Review Guidelines

After the Flash projects have been submitted, each student will be assigned two projects to review. This is your opportunity to demonstrate what you, as an individual, have learned from the module. You will do this by critiquing the two projects assigned to you. As you write your critique, you will follow the guidelines below and use the template provided on the website. Include positive and negative feedback but do not include derogatory comments. For example, it is appropriate to state that an aspect of the game did not function properly but it is inappropriate to state that this aspect of the game (or the group members who developed it) were “stupid” or anything along these lines.

Each review should be one to two pages long and must have the following structure:

Heading:

Use the title “Review of X by A, B, and C” where X is the name of the game and A, B, and C are the names of the group members who worked on this project. Below this title, include your own name to clearly indicate that you are the reviewer of this project.

Summary of Project: 2 to 4 paragraphs

Describe how the group modified the original files to create the game. Explain the goal of the game and how to win and lose and how difficulty increases with each level (if the game has multiple levels). Describe any required features that are lacking or missing from the game and any unresolved errors. This demonstrates that you have read the Technical and User Manuals and played the game.

Technical Evaluation: 3 to 6 paragraphs

Use the Technical Manual and the game to critique the project from a technical perspective. Describe three to six key weaknesses and key strengths of the way that the game was built and structured. Use one paragraph for each of these. Think about things like how interaction with other game objects (positive or negative) was implemented and operates. Give solid reasons for why you believe each aspect you discuss is a weakness or a strength.

Game Evaluation: 1 to 3 paragraphs

Use the User Manual and the game to critique the project from the perspective of a potential user. Discuss why you believe (or do not believe) that this is a good game. Is it easy to play? Does it make sense? Would you recommend that it be further developed?

Improvement Suggestions: 1 to 3 paragraphs

Suggest two specific ways in which this project could be improved. These improvements should involve a technical aspect (in other words, recommending that the player graphic be more colourful is not appropriate). Imagine that you are meeting with the group to give them advice. Back-up your suggestions with solid reasons.