

Feedback on groups

Group 1:

An interesting introduction with a lot of colour and animation (also I think that isn't the real intro because it said coming soon). The main menu is cluttered I think, there is a lot going on in the menu and its hard to know where to look first. The animations are slow aswell (pretty sure that could be just the comp). The sounds used for the buttons are good and the music is quite good. The background of the main menu is interesting with the spliced game footage and also the animations that appear once you click on the buttons are quite interesting.

Overall a good looking work that should turn out really well done but the main underlying problem is the cluttered interface. A bit overwhelming with all the images and movement on the screen but still looks very interesting.

Group 2:

Cool that you have gotten it to respond over the network. Nice that you managed to get the collision in the game work, I saw you guys working on that for a fair while nice to see it pay off. The amount of coding that you guys have gone through to get it to that stage is pretty amazing. The interface is simple to understand and the buttons have feedback when you can enter the actual game (fill in all the fields or it wont let you in). The game itself looks good so far and looking forward to playing it when it is finished. The loading animation (3D bars of Doom) is just too good to be that small, make it bigger! (but in all seriousness it looks great with the rest of the interface as it is). A work that looks very interesting.

Group 3:

A volume button would have been a good piece to add as the music played was rather annoying to sit and listen to after a while of exploring. The initial introduction video did not properly load (don't know what happened) and left the person watching a blank screen. Not sure what would have happened if it did load but the skip option is always a good option to have just in case (like you do). You do realise that icons are not to be previously copyrighted when you put them in right? A very colourful presentation overall which makes it different from the others we have seen. It has easy to recognise bright buttons which are easy to navigate with. The images on the buttons are a good piece of your presentation, easier to know what each button may do. Looking good so far.

Group 4:

Well definitely a piece of work that has big plans. The scale to which you guys have worked it to is pretty damn amazing for this assignment. The general quality of work that is showcased is top notch. The wireframe city (even though it may not be finished) looks damn good. Probably the main thing so far that we have noticed is that the interface is not complete. Buttons don't really take us anywhere at the moment (some of them) and have to manually go back using the program we are viewing it with. Not totally sure how much you actually have left to do (don't know which parts should look like what) so a bit hard to say anything about those areas. A few bugs with some of the interface pieces (such as the green animated piece that disappears during some of the screens). So far, looking very promising and yeah keep up the good work.

Group 5:

The prototype is split up into a couple of movies so it is kinda hard to judge the flow of the presentation but the movies individually look creative and smooth (I couldn't get the main file to work, don't know why). The main menu has a very distinct intro which looks great; its layout is very simple but effective.

The info screens (Americanpx and city hall) are interesting to look at and the information is clearly shown. The greying out of the background image before inserting the text is a nice touch which makes it easier to read the text and also not distract you from the info displayed. The name of the page and the back button (im assuming the x in the bottom right corner) are positioned well for the users. Overall the renders of the certain areas of the presentation are consistent and efficient when portraying the information. The intro to the main menu is the most interesting part (animation wise). No sound as of yet. Looking interesting for both information and the interface so far, looking forward to seeing end product.

Group 6:

It would be beneficial to have a volume/Mute button as any repetitive sounds can get annoying after a while for the users. Nice way for choosing a character with all the different options. An Interesting interface which is easy to navigate through the different areas. Look forward to seeing the final product. A good looking work so far.