**Game Pitch Feedback**

1. What was the main aim of their game?
2. How well do you think this group met their client brief?
3. What did you like about their game concept? Why?
4. What do you think needed developing more? Why?
5. What did you think of their presentation? Was it visual? Did it have enough information?
6. What did you think of their pitch and presentation?
7. Could you see this game being launched?
8. Any other comments on the game concept, idea or pitch: