Rhys and Jack created a game that was achievable and fun to play. It was visually appealing with clear evidence of planning in the graphic design elements. The user interface was clear, with instructions provided on the screen. Additional accessibility functions enable the text to be read out aloud. The video was highly informative and discussed the increasing problem associated with space junk now and into the future. Additional links provide the user with more information to explore. Excellent job, Rhys and Jack.