

Section 1:

#1: "The two people that I look into are Tencell(Roblox Developer) and Toby Fox(creator of Undertale). I look forward to Tencell because he inspired me to create my own game on Roblox that is currently in progress. I like how he uses references from memes, trends and many other enjoyable things that I like. His game, Slap Battles is full of cringe, hilarious things that I personally find amusing laugh at such as uno reverse, one shots, sport and transport vehicles."

a. Strengths:

- Clear introduction of the two individuals you're discussing
- Personal connection established with Tencell's work

b. Weaknesses: Main issue: Lack of specificity Your writing could benefit from more specific examples and details. For instance, when mentioning "references from memes, trends and many other enjoyable things", you could provide concrete examples to strengthen your point.

c. Exemplar: "Tencell's game, Slap Battles, incorporates popular internet memes like the 'Uno reverse card' and trending topics such as viral dances, creating a humorous and relatable gaming experience."

#2: "I look forward to Toby Fox because I like his music compositions very much. He has also made the wonderful game Undertale and is a music creator for the web comic "Homestuck". The reason I look up to him is because I am keen in music and hope that one day I would make music like his. I also like the character designs as in an a-bit kind of style."

a. Strengths:

- Clear admiration for Toby Fox's work
- Multiple aspects of Fox's work mentioned (music, game design, character design)

b. Weaknesses: Main issue: Vague descriptions Your writing lacks specific details about Toby Fox's music or character designs. Phrases like "I like his music compositions very much" and "a-bit kind of style" are vague and don't provide a clear picture of what you admire.

c. Exemplar: "Toby Fox's musical compositions in Undertale, such as the hauntingly beautiful 'His Theme' or the energetic 'Megalovania', showcase his ability to create emotionally resonant and memorable soundtracks."

#3: "I chose these two people as the people that would affect my future career because they are both people that have had a huge impact on my life, both socially and physically. I love the fantastic work that the two of them have done and wish that they will continue to make the things that they do to make the wonderful games they created. They have both shown to me that throughout hard times, you can still have success."

a. Strengths:

- Clear statement of the impact these individuals have had on you
- Positive and optimistic tone

b. Weaknesses: Main issue: Repetitive language Your writing in this section uses repetitive phrases and general statements without providing specific examples. For instance, "fantastic work" and "wonderful games" are used without elaboration, and "make the things that they do" is redundant.

c. Exemplar: "Tencell and Toby Fox have significantly influenced my aspirations in game development and music composition. Their success in creating engaging games like Slap Battles and Undertale, despite challenges, inspires me to persevere in my own creative endeavours."

Actionable task: Rewrite the paragraph about Toby Fox, focusing on providing specific examples of his music compositions and character designs. Ensure you describe at least one piece of music and one character in detail to illustrate your admiration for his work.

Overall score: 40/50

Section 2: Revision Guidelines

(The two people that I look up to are ~~Tencell (Roblox Developer)~~ [Tencell (Roblox Developer)] and ~~Toby Fox (creator of Undertale)~~ [Toby Fox (creator of Undertale)]. I look forward to Tencell because he inspired me to create my own game on Roblox that is currently in progress. I like how he uses references from memes, trends and many other enjoyable things that I like. His game, Slap Battles[,]** is full of cringe, hilarious things that I personally find amusing [and] laugh at such as uno reverse, one shots, sport and transport vehicles. I also like that Tencell has made lore in certain parts of the game such as Bob (from FNF) and the guide (an npc made to give players information that got deleted). ~~All though~~ [Although] the game now only has around 25 thousand people

playing it at a time, I still appreciate the work of Tencell and I wish to do the same for many other people. Tencell has inspired me in my future career as a ~~code~~4 [coder] and game graphics designer and I am very grateful that he has made Slap Battles. Without it**[,]** I would have never ~~gotten~~ [been] ~~to be~~ inspired to start coding a new Roblox game.**)

#2: (I look forward to Toby Fox because I like his music compositions very much. He has also made the wonderful game Undertale and is a music creator for the web comic "Homestuck". The reason I look up to him is because I am keen ~~in~~ [on] music and hope that one day I would make music like his. I also like the character designs ~~as in an 8-bit kind of style~~ [in their 8-bit style]. The characters are also based on references in real life such as underground lava pools and waterfalls. Although it is not likely that you will meet an armadillo scientist during your stay at a farm near a volcano[,]** you can still admire the art that Toby Fox has put countless years of effort ~~on~~ [into]. I also admire the fact that Undertale has countless masses of mystery waiting for players to solve such as "who is W.D Gaster?" and "how did the 6 fallen humans fall into the underground?". I like Toby Fox's work as a whole item, not just a part. Toby Fox has inspired me to make my own soundtracks as an avid musician that are as good as his and to make a game.**)

#3: (I chose these two people as the people that would affect my future career because they are both people that ~~have~~ ~~has~~ [have had] a huge impact on my life, both socially and physically. I love the fantastic work that the two of them have done and wish that they will continue to make the things that they do to make the wonderful games they created. They have both shown ~~to~~ me that throughout hard times, you can still have success.)