

# Game evaluation

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Scale:

1: bad, 2: below average, 3: average, 4: above average, 5: excellent

Graphics:

- Colors (scale)
- Background (scale)
- Animation (scale)

Sound: use scale

- Ambient (scale)
- Control (scale)
- Background (scale)
- Mood-Music (scale)

Gameplay:

- Is the game fun to play, why is the game fun?
  - Did you learn something from the game (yes/no)?
  - Was the game based on having biologically hardwired physical fun (yes/no)?
    - Hunting, Gathering, Exploring, Tool Use, Dancing
  - Socializing fun (yes/no)?
    - Shopping, trading, storytelling, team sports, cooperating, secrets?
  - Mental fun (yes/no)?
    - Logic, inducing patterns, math, vocabulary, analyses, tactics, strategies
- Is it easy to play?
  - Are the controls intuitive (scale)?

- Is it too easy to win (scale)?
- Is it well paced?
  - Do you have enough time to react (scale)?
  - Do you know when levels change (scale)?
- Is the scoring done well?
  - Do you know your score (scale)?
  - Do you know whether you are winning or losing (scale)?
- Is the game balanced (scale)?
- Is the game challenging (scale)?
- Is there a chance to socialize (yes/no)?
- Is there an emotional experience (yes/no)?
- Is there a chance to fantasize (yes/no)?
- Is the world consistent (yes/no)?
- Do you expect to Fail (yes/no)?
- Do you need to repeat yourself (yes/no)?
- Do you get hopelessly stuck (yes/no)?

#### Usability:

- Do you know what is going on in the game?
  - Is the goal clear (yes/no)?
- Are the obstacles to achieving your objective clear (yes/no)?
- Do you know what you need to do to play (yes/no)?
- Can you save the game state when you fail (yes/no)?
- Does the sound help? or is it distracting (yes/no)?
- Is there too much going on (scale)?

#### Originality:

- Is the game original (yes/no)?

Requirements:

1. Is there a developer/publisher logo screen (yes/no)?
2. Is there a configuration screen (yes/no)?
3. Is there a level choosing screen (yes/no/notapplicable)?
4. Can game state be saved (yes/no)?
5. Does the game have end-of-game credits (yes/no)?