Game evaluation

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?
  
  o Did you learn something from the game (yes/no)?
  
  o Was the game based on having biologically hardwired physical fun (yes/no)?
    
    ▪ Hunting, Gathering, Exploring, Tool Use, Dancing
  
  o Socializing fun (yes/no)?
    
    ▪ Shopping, trading, storytelling, team sports, cooperating, secrets?
  
  o Mental fun (yes/no)?
    
    ▪ Logic, inducing patterns, math, vocabulary, analyses, tactics, strategies

• Is it easy to play?
  
  o Are the controls intuitive (scale)?
• Is it too easy to win (scale)?

• Is it well paced?
  o Do you have enough time to react (scale)?
  o Do you know when levels change (scale)?

• Is the scoring done well?
  o Do you know your score (scale)?
  o 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?
  o 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/not applicable)?
4. Can game state be saved (yes/no)?
5. Does the game have end-of-game credits (yes/no)?