

Designing a Game: Self Evaluation

Game Name:

Link To Game:

Game Mechanic's Name (login):

Target Audience (highlight one): Beginner Average Advanced

Briefly describe the concept (storyline) of your game:

What worked well in your game?

What could be improved in your game?

What will players find interesting or intriguing (fun) about your game? Be Specific!

Where will a player have to make a choice in your game (use different strategies to play the game)? Be Specific!

Rate Your Game:

| | | | | |
|--|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 |
| lowest rating (game in need of repair) - not very fun or challenging | | | | highest rating (perfect game) - game fun and challenging |