

# Game Evaluation

## Outline:

Find a relatively basic game online that you enjoy playing. After playing the game a few times and gaining an understanding of how it works you will attempt to explain the “logic” behind the game. Essentially you are explaining how the game does what it is intended to do.

## What to include:

1. Title: What is the name of the game?
2. Goals or objectives: What is the main objective of the game? Are there sub objectives? Is there a story line to the game? Summarize the story.
3. Rewards: Are there any rewards? What are they? Are they satisfactory (enough to give you an incentive to put in some effort)?
4. Control: Is the player in control? Are there enough choices available? What are the decisions the player has to make? How does the game make the player feel in control?
5. Logic: Explain the logic behind the game? How do characters interact with one another? With their environment? How is the player controlled? Do similar controls (either keystrokes or mouse controls) do different things at different times? How do the characters controlled by AI operate?
6. Sound: What sounds are used in the game? How does the audio play a role in the game?
7. Art: List the characters and/or objects. Describe the setting(s). Rate the appeal of the graphics (artwork) and how do the graphics play a role in the game?
8. Fun factor: Rate the game overall for fun and appeal.

## Steps to success:

- Play the game multiple times and try to experience various aspects of the game.
- Describe how the game is played and what the objective of the game is.
- Think of and explain clearly the logic behind the various aspects
  - Player controls
  - Scoring System
  - Collision system

- Movement
  - Input and Output
- Explain the different keystrokes used in the game. Is there a difference between holding down a key and just pushing a key?
- Explain how mouse control may be used.
- Evaluate the different decisions that are made by the program during the course of the game and explain the conditions that must be present for the different decision paths.
- Include Screenshots and pictures of the game to help showcase various aspects.

## Evaluation Criteria

See Rubric