

NAME: _____ CLASS: _____ DATE: _____

D16 Game Analysis Terms Worksheet for: _____

Due: D18

(Name of the Game)

Difficulty / Age Appropriateness

What **challenges / goals** are there in the game?

Which is the **hardest** in your opinion? Explain:

What **age(s)** do you think this game is **intended for**? Which ages would it not work for? Explain:

Balance / Pace

Is the game **balanced**, in your opinion? Explain:

If you could **change** something to affect the **balance** or **pace**, would you? Explain:

What about the **pace**? Does the game go **too slowly / quickly**, or is it fine? Explain:

Depth vs. Complexity

How much **complexity** does the game have (i.e. does it take a while to learn all the parts / rules, or is it pretty quick to learn)?

What do you **like / dislike** about the **complexity / depth** of this game? Explain:

Which is **more important**: depth vs. complexity in general? Explain:

Replay Value:

Does this game have a **high** or a **low replay value** for you? Explain:

What would **improve** this game's **replay value** for players, in your opinion? Explain: