NAME:_____ CLASS: _____ DATE: _____

D20 Game Analysis Terms Worksheet for: _____

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: