

NAME: _____ CLASS: _____ DATE: _____

D6: Game Evaluation Worksheet for: _____ (Name of the Game)

The Game Goal

What was it? 	Was it fun?
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Core Dynamic(s) (Actions you take in the game)

What was it? 	Was it fun?
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Game Mechanics: List 1 to 3 rules that stood out as good/bad

Place a check by game elements you noticed. Write a note on at least TWO that stood out to you and why.

<input type="checkbox"/> Aesthetics	<input type="checkbox"/> Levels	<input type="checkbox"/> Goals / Objectives	
<input type="checkbox"/> Story	<input type="checkbox"/> Resources	<input type="checkbox"/> Skills	
<input type="checkbox"/> Chance	<input type="checkbox"/> Rewards	<input type="checkbox"/> Feedback	
<input type="checkbox"/> Conflict	<input type="checkbox"/> Strategy	<input type="checkbox"/> Choices	
<input type="checkbox"/> Competition	<input type="checkbox"/> Theme	<input type="checkbox"/> Challenges	
<input type="checkbox"/> Cooperation	<input type="checkbox"/> Time	<input type="checkbox"/> (other) _____	

How did you know how well/poorly you were doing in the game? What feedback did you get?

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