

**Designing Good Games – game critique worksheet – 15 pts.**

**Student Name:** \_\_\_\_\_

**Date:** \_\_\_\_\_

**Name of Game:** \_\_\_\_\_

Based on the information we have covered in our Designing Good Games tutorial – evaluate the game you choose to play. Be as specific as possible when giving answers, this will help you start to consciously think about what really makes a game “good” and will help when you start designing your games.

**How many players is this game intended for 1 ,2, multiple, unlimited? (1pt.)** \_\_\_\_\_

**Explain the typical decisions a player must face that are required to play this game? (3pts.)**

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**Did you feel that you can adequately control the game – was it easily workable? Explain: (3pts.)**

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**What are the objects and resources that make up this game? (2pts.)** \_\_\_\_\_

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**What are the goals of the game? (1pt.)** \_\_\_\_\_

**Are the goals achievable but still challenging? (1pt.)** \_\_\_\_\_

**What are the rewards a player can earn? (1pt.)** \_\_\_\_\_

**Do you consider this a “good game”? Why? (3pts.)** \_\_\_\_\_

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