

**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.

**Do you feel that your decisions have a quick impact on the game? (1pt.)** \_\_\_\_\_

**Describe the “immersion” factors of the game; graphics, colors, sound & music, characters? (3pts.)**

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**Describe the story of the game and the game world it is set in? Explain: (3pts.)**

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**Do you feel the characters & music match the action? (2pts.)** \_\_\_\_\_

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**What genre is this game? (1pt.)** \_\_\_\_\_

**Which game genre is your favorite? (1pt.)** \_\_\_\_\_

**Who created / developed this game (company name)? (1pt.)** \_\_\_\_\_

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

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