Final Project Evaluation

CPMUT 299, Fall 2005

Due before noon December 9th, 2005

Your Name: Game being evaluated:

Spend at least 15 minutes playing the given module. Please rank each group on a scale of 1..10 with 1 being the lowest and 10 the highest. Add brief comments to explain/justify your rankings. Bonus marks will be awarded if you play entirely through a module and give extended comments. Turn in one evaluation form for every group, excluding your own.

Story/Plot

Are your goals and motivations clear and compelling?   [   ]

Is it clear what you need to do at the beginning of the game?   [   ]

Is the plot engaging?   [   ]

How linear is the game?   [   ]

Is there more than one way to resolve game encounters?   [   ]

Aesthetic quality

Does the world have a consistent look and feel?   [   ]

Environment

Is the surrounding environment consistent?   [   ]

Is the surrounding environment realistic?   [   ]

Difficulty

Is the game too easy or too difficult?   [   ]

Entertainment value

Did you enjoy playing the game?   [   ]