**2015 Game Design Peer Evaluations**

**Evaluator Name: \_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

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| **Cole Teiken** | Game 1 | Game 2 | Game 3 |
| Game Title | [Dingle jumper](https://gamestarmechanic.com/game/shared/242232/91de42d4612ecf0d92974025e5c81586) | [Dingle im2](https://gamestarmechanic.com/game/shared/242231/e31844e0247e9d0e5a9d30dd8ffb0f4d) | [Dingle im](https://gamestarmechanic.com/game/shared/242229/8fdee9009c9acc6299c9a5931311b7e2) |
| Did you like the game? Why or why not? |  |  |  |
| What level did you play to? |  |  |  |
| How many levels were there? |  |  |  |
| If you didn’t play to the end, why not? |  |  |  |
| Were the instructions clear and easy to understand? |  |  |  |
| Did you find any glitches or mistakes in the game? If so, describe them. |  |  |  |
| Was there a point to the game? Explain. |  |  |  |
| If there were goals were they excessive or too easy? Ex: Collect a large number of points, kill a ton of enemies, etc. |  |  |  |
| What suggestions for improvement would you make? |  |  |  |
| Score the game on a scale of 1-10  (10 is best) |  |  |  |
| What did you base this score on? Justify the score you gave. |  |  |  |
| Did you see growth from the previous game? (Is it better than the last one?)  What improved? | |  |  |