**2015 Game Design Peer Evaluations**

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

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| **Mitchell Ford** | Game 1 | Game 2 | Game 3 |
| Game Title | [Easy Peasy](https://gamestarmechanic.com/game/shared/242923/afcdadb67a61e42b08dadf4ad8863530) | [HURRY!](https://gamestarmechanic.com/game/shared/242922/66bfd4b6b985b027df64102c055c8e32) | [Jump](https://gamestarmechanic.com/game/shared/242921/0b06a250693c7b7157b96d5a984c1c52) |
| 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? | |  |  |