

Designer Scoreboard

(Once your game is finished, ask at least two peers to play your game and fill out the following peer assessment.)

Name of Game:		Game Designer's name:				
	Limited Score = 1	Basic Score = 2	Sound Score = 3	High Score = 4	Outstanding Score = 5	Score
Technical	Game does not run.	The game runs poorly with many errors.	The game runs fairly logically. Some explanation needed.	The game works logically and smoothly. Players understand what to do most of the time.	Game runs perfectly. There are no technical problems or errors.	
Spelling & Grammar (Vocabulary and punctuation)	Spelling and grammar errors make the game difficult to play.	Game has many (10 or fewer) errors in spelling and/or grammar.	Game has some (5 or fewer) errors in spelling and/or grammar.	Game has few (2 or fewer) errors in spelling and/or grammar.	Game has no errors in spelling or grammar.	
Story (Narrative structure, cohesion and ideas)	Narrative is confusing and difficult to understand.	The narrative is simple and based on ideas from other games and/or people.	The narrative is imaginative and creative, but it borrows a few ideas other games and/or people.	The narrative is imaginative and clever. Many of the ideas are fresh, different and creative.	The narrative is original, creative and engaging. It is told through a variety written text, atmosphere and gameplay.	
World: Art/Graphics (Setting)	The world is empty with no atmosphere.	The world is bland with no interesting features. The atmosphere does not add to the narrative.	The world has some interesting features. There is at least one distinct environment and some atmosphere.	The world has a variety of interesting features and environments and the atmosphere has some links to the narrative.	The world is exciting with many different environments. The atmosphere is an important part of the game narrative. The world has its own unique style or visual appearance that layers on top of the story and world setting.	
Challenge & Difficulty Curve (Complications and resolutions)	The game has no challenges or obstacles.	The game is easy to play with repetitive levels.	The game is fun to play and levels show some increase in difficulty.	The game is fun to play. Levels get harder as they progress, with a variety of challenges.	The game is very engaging & challenging with varied & engaging levels that enhance the narrative. Players cannot stop playing.	
Player Feedback (Audience)	The game gives no opportunities for player feedback	There are few opportunities for player feedback. Feedback may be confusing.	The player receives some feedback on their performance. Feedback informs and rewards the player	Feedback on performance is frequent, varied and suits the narrative.	Feedback is frequent and varied. Feedback is original, creative and enhances the narrative.	

