

Game Evaluation:

Answer the following questions after playing your game.

1. Name of your game
2. What was the **premise** of the game? Who are YOU (The player)?

Lord of the Rings by JRR Tolkien: (Male) Friendship conquers all.

The Bell Jar by Sylvia Plath: Society gaslights intelligent women.

Pride and Prejudice by Jane Austen: One must overcome one's character flaws to find love.

Buffy the Vampire Slayer: High school is hell.

Star Trek: The Next Generation: Humanity and decency are universal values

3. Basic Mechanics
What do you have to do to win? What can the player do?
4. Is it fun (1-10)? Why or why not?
5. Most engaging part (s) of the game. Why?
6. Least engaging parts of the game. Why>?
7. Can it be replayed? Explain.
8. Art quality (1-10).

Box –

Board –

Pieces -

Style? Consistent? What is good, what is bad?

9. Rules. Are they good enough? Confusing? Where do they fail?
10. Other comments. It is gender or culture biased? Is there outside matter you need to know?
Did anything put you off? Does it have a special attraction?