**Assessing Game Design**

With your Pacman clone complete, how did you do? Does the game play smoothly? Does it have a sense of continuity in design and concept? Does it work the way that it is supposed to? Once a game is made in the “Real World”, it gets tested… a lot! The programmer tests it; other people at the company use and test the game; in some cases, focus groups consisting of gamers even get access to a beta of the game for testing. These people would report back any glitches or problems that they are experiencing when they play the game. That’s where you come in! Today you are the beta tester for your classmates. You get to play and assess their game. That’s right; today’s assignment is to play games!

While you play, I want you to give solid feedback to the creator. What did they do well? What didn’t they do well? How could it be improved? If you like the game, is it something you would buy on the play or app stores? Be honest though, feedback is what helps us to improve.

Name of Designer: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Title of Game:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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