



## Game On! Evaluation Sheet

| Aspect of game   | Evaluation |
|--|------------|
| Playability is an important element of game design. What is the game that you had the most fun playing?  |            |
| What elements made this the most fun?  |            |
| It is important to acknowledge those students that spent time learning programming, and created a game that was very difficult. Which group do you think had the most complex programming? |            |
| What elements do you think were difficult to do?   |            |
| Talk to the students in another group. Select one element of programming from their game that you don't know how they did. Ask them to explain how. Write a short step by step here.       |            |
| What do you like about your game?  |            |
| Looking at everyone else's design, and your design, what do you think you could improve on?  |            |
| If you could go back and if you had unlimited time to complete the project, what would you do?   |            |
| How did you organise yourselves as a group?  |            |
| In the next project, if you were working in a group, what would you do differently?  |            |

