

## Level up: Game up! – Evaluation sheet

| Aspect of game design   | 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 who 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 they did it. Write short step-by-step instructions 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 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?   |            |