Gaming Usability

Name of game

Duration played

1. Describe the overall game, its objectives and notable features. Remember that the reader might not be familiar with the game so do not make undue assumptions in your descriptions or expressions. (2)
2. Describe the graphics in the game. Are the color features appropriate? (1)
3. Describe the sound features (if any). Is the sound appropriate? (1)
4. Describe the game controls. Are they easy to use and master? (1)
5. Is this game user friendly and appropriate for all ages? How would you test it? (1)
6. Describe the short comings of the game in detail. What makes it a short coming? What would be some of your recommendations as a designer to make improvements for the next edition of the game? Make sure that you justify your answers. (2)
7. What are the Accessibility challenges of the video game? (1)
8. Financial costs: is the price worth it for the game? (1)