Saxion

• Add (based on your own sketches) some game elements;  
• Add a background to the game;  
• Add (a) game character(s) to the game;  
• A timer, so you have a limited to play the game;  
• Your character(s) can move;  
• Add penalties and/or rewards;

Breda

Make it clear to the player why things need to get done in the game? Why does the player(character) feel the need to do the things she/he does in the game?

Make it clear to the player how to successfully complete/win the game? What is the goal of the game? What game loops make up the core?

Make it clear to the player what the abilities/mechanics and controls are? What are the important choices a player win makes to, how is the ‘character’ controlled and what is the feel of it?

Is it clear to a player progress is being made? What type of feedback and rewards have been built into the system?

General

Add (based on your own sketches) some game elements;  
Add a background to the game;

Story

Add (a) game character(s) to the game;  
Make it clear to the player why things need to get done in the game? Why does the player(character) feel the need to do the things she/he does in the game?

UX

• A timer, so you have a limited to play the game;  
• Add penalties and/or rewards;  
Make it clear to the player how to successfully complete/win the game? What is the goal of the game? What game loops make up the core?  
Make it clear to the player what the abilities/mechanics and controls are? What are the important choices a player win makes to, how is the ‘character’ controlled and what is the feel of it?  
Is it clear to a player progress is being made? What type of feedback and rewards have been built into the system?