

# Make your own Greenfoot game – peer review session

*Pairs of students are labeled either A or B*

*In the first session, student A is the demonstrator and student B is the reviewer.*

*In the second session, the roles are reversed.*

The reviewer completes this form:

Demonstrator: \_\_\_\_\_

Reviewer: \_\_\_\_\_

Are you able to control a character in the game? ☐ Y ☐ N

Are the playing instructions clear? ☐ Y ☐ N

Is there a scoreboard? ☐ Y ☐ N

Does the scoreboard accurately keep score? ☐ Y ☐ N

How would rate the game for:	1	2	3	4	5
Playability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Graphics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imagination	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Completeness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Is the game author able to show you the following in their code?

Attribute	<input type="checkbox"/>	Y	<input type="checkbox"/>	N
Method	<input type="checkbox"/>	Y	<input type="checkbox"/>	N
Constructor	<input type="checkbox"/>	Y	<input type="checkbox"/>	N
Encapsulation	<input type="checkbox"/>	Y	<input type="checkbox"/>	N
Inheritance	<input type="checkbox"/>	Y	<input type="checkbox"/>	N