Review:

1. Does the game include simplistic language that could be understood by 8-12 year olds?
2. Are there any troubling images that you would suggest not to be used in terms of inappropriacy for 8-12 year olds?
3. Are the instructions easy to understand and do they make sense so that the 8-12 range will be able to access and understand the game?
4. Are the options for the game easily distinguishable so that they can be noticed as they should be?
5. Are the descriptions for the difficulties appropriate enough for the range age, will they find it offensive, or does it fit a humour of their sort?

in the ‘How to Play’ option it is very wordy what won’t be very good for the given target audiences, so I would recommend adding pictures also there isn’t any troubling images all the designs are very friendly looking. The game is very easy for the user to understand what is the whole point of the game as well as how to play the game, it is very easy for the user to work themselves around the game as buttons are very big as well as the bright colours they are lighted in on the menu screen. The comments are appropriate but maybe you should add little comments about what the player should expect before jumping into the level.

The game contains simplistic language which the target audience should be able to understand. You may want to mention the character that they move in the help section as this isn’t clear and not mentioned there. For the difficulty descriptions, you may wish to say what makes it more difficult, such as more enemies. I feel the difficulty descriptions which you already have are suitable and should be understood by the target audience. There isn’t a title of the game on the title/start screen so you may want to add this.

Summary:

The reviewers both made some very similar remarks in terms of the language being good enough to be appropriate for the age range provided. They have also mentioned that the instructions for the game are good however one reviewer has mentioned that there are no details of what makes the difficulties different, which is a great point because this can be what decides the difficulty the user will enjoy the game at. They said that the navigation was very simple because of the big colourful buttons I have included that define what they do.

Improvements:

For this game I am going to add a title onto the start screen. I am also going to add some detail to the difficulties in terms of what the changes it makes are. I am also going to add the character the user plays to the help section so that the user (who hasn’t played it before) knows exactly what they are going to control instead of them having to find out. I am going to also add return buttons so that if the user accidentally presses one of the buttons they can easily go back to the previous page and try again. As well as a back button, I am going to add a button that goes directly to the help section even from the start menu. I am also removing the Impossible mode, this is because it is an irrelevant joke and therefore pointless.