Game Review Task Sheet

In this activity, you will critically analyse a game of your choice by evaluating its design elements. Your review will help you understand what makes a game successful and provide insights for your own projects. Complete the sections below to document your analysis.

# 1. Game Information

|  |  |
| --- | --- |
| Game Title: |  |
| Developer and Publisher: |  |
| Genre: |  |
| Platform(s): |  |
| Target Audience: |  |

# 2. Design Elements

### Narrative:

What is the story of the game? Is it engaging? Why or why not?

### Characters:

Are the characters well-designed and memorable? Why?

### Levels/Environment:

Is the game world immersive and well-crafted? Describe it.

### Mechanics/Gameplay:

Are the game mechanics fun, functional, and balanced? Explain.

### User Interface (UI):

Is the interface intuitive and visually appealing? Why or why not?

# 3. Rating System

Rate the game based on the following aspects. Assign a score from 1 (poor) to 10 (excellent), and briefly explain your reasoning.

|  |  |
| --- | --- |
| Graphics: |  |
| Story/Narrative: |  |
| Gameplay: |  |
| Sound/Music: |  |
| Overall Experience: |  |

# 4. Additional Notes or Observations

Add any other thoughts or observations about the game that were not covered in the sections above. For example, how does this game compare to others in the same genre?