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| **Burden on Player:**  How much time and effort the player needs to spend interacting with the interface. |  |
| **Feedback for Player:**  If the game provides some form of feedback to the player, to aid in interaction and immersion. |  |
| **Help and Documentation:**  How well is the game's tutorial implemented and how effective is it in aiding the player learn the game. |  |
| **Status and Score:**  The ways in which the game provides the player with an indication of important information or progress. |  |
| **Gameplay and Story Integration:**  How well was the game's story tied to, and expressed through, the gameplay. |  |
| **Navigation:**  How easy is it to navigate through the level, is the player given sufficient tools (camera controls, movement controls etc) to move in the game. |  |