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| **Burden on Player:**  How much time and effort the player needs to spend interacting with the interface. | Simple intuitive controls |
| **Feedback for Player:**  If the game provides some form of feedback to the player, to aid in interaction and immersion. | Bar at the bottom of the screen appeared to be charging but was not sure why it was. |
| **Help and Documentation:**  How well is the game's tutorial implemented and how effective is it in aiding the player learn the game. | Didn’t realise some signs were there so didn’t know all of the mechanics and had to figure out for myself. |
| **Status and Score:**  The ways in which the game provides the player with an indication of important information or progress. | Not really any track of progress throughout |
| **Gameplay and Story Integration:**  How well was the game's story tied to, and expressed through, the gameplay. | Story given through optional NPC’s which could be easily missed |
| **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. | A return to original camera orientation could be useful for navigation |