|  |  |
| --- | --- |
| **Burden on Player:**  How much time and effort the player needs to spend interacting with the interface. | x/5: severity rating of issue  3/5: crosshair can get stuck on high places, forcing player to avoid it |
| **Feedback for Player:**  If the game provides some form of feedback to the player, to aid in interaction and immersion. | 3/5: no visual feedback to getting hit, could use colour flash or animation  3/5: indicators of gate triggers and the opening gates in the first part of the level could be clearer |
| **Help and Documentation:**  How well is the game's tutorial implemented and how effective is it in aiding the player learn the game. | 2/5: player could ignore tutorials by walking past them, might be good to lock the player’s position in the first one. Recommended to fire the programmer who made the dialogue system |
| **Status and Score:**  The ways in which the game provides the player with an indication of important information or progress. | 1/5: not much indication of progress through the level, except in end area, where it feels clear that it’s an arena  3/5: Could use more indicators of enemy health |
| **Gameplay and Story Integration:**  How well was the game's story tied to, and expressed through, the gameplay. | 4/5: evil character is almost entirely independent to gameplay, could use some form of connection or reaction with what the player is doing |
| **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. | 2/5: camera speed has no acceleration/deceleration, a little rough around the edges. Might be more intuitive if mouse could be used to drag it around whilst holding a key or button |