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| **Burden on Player:**  How much time and effort the player needs to spend interacting with the interface. | Little to no time at all |
| **Feedback for Player:**  If the game provides some form of feedback to the player, to aid in interaction and immersion. | Game provided enemy death sounds and gunshot sounds. The basic gunshot sounds for the player got very annoying very quickly. Would have been nice to have more feedback for killing enemies, through a more in-depth sound design and the use of visuals. |
| **Help and Documentation:**  How well is the game's tutorial implemented and how effective is it in aiding the player learn the game. | Tutorial failed to give any information on one of the main gameplay mechanics; being able to reflect shots with a shield which in turn powers up the players shots. |
| **Status and Score:**  The ways in which the game provides the player with an indication of important information or progress. | There were NPCs placed throughout the world to give an indication of progression through the storyline. |
| **Gameplay and Story Integration:**  How well was the game's story tied to, and expressed through, the gameplay. | Fairly well, the points driving the storyline were situated naturally throughout the levels and didn’t detract from 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. | Level design was simple and intuitive. Movement controls worked perfectly. |