**The Game**

**Idea and Presentation (20)**

**1-3)** The Idea is generic and doesn’t show creative thinking, nor was it pitched in a interesting way  
**4-5)** The game idea has some interesting elements but doesn’t inspire or show much creativity  
**6)** The game idea shows a good level of interesting developments and has been pitched effectively  
**7-10)** The Idea presented stand outs from the crowd for the right reasons and shows a great deal of creative thinking has been put into the emerging foundations behind the core of the product

**Game Playability (25)**

**1-3)** The game was hard to play and little thought has gone into the user experience  
**4-5)** The game was playable but controls were difficult or confusing for players  
**6)** For the most part, the game is playable and has solid usability for any level of player  
**7-10)** Your control mechanisms were intuitive and helped inspire confidence in the player

**Game Replayability (25)**

**1-3)** The game is very much built to be a ‘one and done’ experience with the player having no reasonable point to return for another playthrough  
**4-5)** The game features a certain element of replayability although it is unlikely to gather much repeat interest or play   
**6)** The game has a good level of replayability involved in it’s core game loop with most players having good reason to return for additional play  
**7-10)** The game garners a great deal of interest in terms of the amount of gameplay and playthroughs that are possible in various combinations

**Game Stability (5)**

**1-3)** The game was very unstable and bugs greatly hampered the enjoyment of the game  
**4-5)** The game was fairly stable and any issues did not distract too much from gameplay  
**6)** The game was quite stable and was playable for good periods  
**7-10)** The game was very stable and playable for extended periods

**Game Accessibility (25)**

**1-3** The game shows a very limited basis of accessibility and doesn’t look to be inclusive   
**4-5** The accessibility shown is somewhat lacking with many potential players being alienated do to a lack of consideration  
**6** The game shows a good deal of accessibility has been considered and as such the potential audience size has increased greatly  
**7-10** The game is inclusive, thoughtful and easy to access for many players no matter their status