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| DESCRIPTION | RATING: 0 worst, 10 Best |
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| Affordance | 0 1 2 3 4 5 6 7 8 9 10 |
| Files are small enough to load fast. Minimal “lag” time. |  |
| Creative | 0 1 2 3 4 5 6 7 8 9 10 |
| Authors have an interesting story, professional graphics and sounds. |  |
| Unique | 0 1 2 3 4 5 6 7 8 9 10 |
| Game has not been cloned from other sources. |  |
| Game Play | 0 1 2 3 4 5 6 7 8 9 10 |
| Player becomes engaged in the game play where they need to replay the game to better their score/standings. |  |
| Game Mechanics | 0 1 2 3 4 5 6 7 8 9 10 |
| Controls are easy to use and intuitive. |  |
| Programming | 0 1 2 3 4 5 6 7 8 9 10 |
| GML was used to author special features in the game |  |
| Fantasy Theme | 0 1 2 3 4 5 6 7 8 9 10 |
| Explained their inception of the game theme and control type. |  |
| $ Amount you would pay | 0 1 2 3 4 5 6 7 8 9 10 |
| This feature will be used as a tie breaker. Take a minute to circle the dollar amount you would pay for this game |  |