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Game Evaluation Form

Evaluate each of the areas listed below using a rating scale 1 to 5 (5-being the best).

Title of Game *Cyberpunk 2077*

Maker of Game *CD Projekt Red* PC

Who played the game today? Lane

Game Category: (Circle) Adventure Fighting Puzzle Racing Shooting Sports Other *RPG*

Target Market: (Circle) *Casual Gamer* *Intermediate Gamer* *Hardcore Gamer*

Do you like games in this category? *Yes* or No

List three aspects of this game that would be tested.

One aspect to test is the vehicle transportation. There are bikes and cars used to get around Night City constantly, and it plays a big part. Another aspect to test is the shooting systems, like aiming and firing guns and how they feel to the player. A third aspect to test is the open ended quest design. All possibilities have to be thoroughly tested because the player could choose any option to approach the quest with.

Did you identify any defetct or bugs during playtest? *Yes* or No

If yes, briefly explain:

There was some visual hiccups here and there and stuttering when entering new areas, but the game ran really smoothly and looks gorgeous otherwise.

Criteria	1 to 5 (5-being the best)				
A) Clarity	Very cumbersome/ Hard for players to see what is going on/ Rules are very unclear	Somewhat cumbersome layout/ Rules are somewhat unclear	Neutral	Somewhat streamlined layout/ Rules are somewhat clear	Very streamlined layout/ Players can easily see what is going on/ Rules are very clear
	1	2	3	4	5

Comments:
The opening act to this game does an excellent job of introducing the player to the city.

Criteria	1 to 5 (5-being the best)				
A) Flow	Many unnecessary parts or procedures	A few unnecessary parts or procedures	Neutral	Game flows reasonably well	Game flows exceptionally well
	1	2	3	4	5

Comments:
The flow of the game is ultimately up to the player as it is an open-world RPG, but the design of the quests lends itself to good flow.

Criteria	1 to 5 (5-being the best)				
A) Balance	Play is completely unbalanced/ chance plays no part	Play is unbalanced/ chance plays little part	Neutral	Play is reasonably balanced/ chance plays a part	Play is exceptionally balanced/ chance plays an appropriate part
	1	2	3	4	5

Comments:
This game is awesome. At first you feel weak but still able, but by the end you are basically untouchable.

Criteria	1 to 5 (5-being the best)				
A) Length	Play is way too long or way to short	Play is too long or too short	Neutral	Playtime was reasonable	Play time was exactly what you wanted
	1	2	3	4	5
Comments: This game can be longer or shorter depending on how the player approaches the open world					

Criteria	1 to 5 (5-being the best)				
A) Integration	The mechanics and theme do not go together at all/ or many things seem out of place	The mechanics and theme do not go together/ or things seem out of place	Neutral	The mechanics and theme go together reasonably/ Or very few things seem out of place	The mechanics and theme go together very well/ Or nothing at all seems out of place
	1	2	3	4	5
Comments: Night city is dense, alive, and a joy to be in.					

Criteria	1 to 5 (5-being the best)				
A) Fun	Did not keep player engaged at all/ or there is a long waiting time and downtime periods	Did not regularly keep the player engaged/ Or there is a few waiting and downtime periods	Neutral	Kept the player reasonably engaged	Kept the player exceptionally engaged
	1	2	3	4	5
Comments: This game is so fun! One of my favs, so this was a great reason to jump back in for a little.					