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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 Rematch

Maker of Game Sloclap PC

Who played the game today? Lane

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

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 that would be tested is the physics. The ball acts similar to that of rocket league except in that this is actual soccer being played, so the physics play a big part in it. Another mechanic is the movement. Passing, aiming and moving have to feel intentional and smooth. A third aspect to be tested is the network. This game is an online game, so the network has got to handle stress well.

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

If yes, briefly explain:

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 rules are clearly stated, but there is a lot to learn. I thought that the UI for mouse/keyboard could be a little easier to understand. There is a lot to learn, controls wise.

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 game throws you in the fire quickly, which I think is a good move for a game like this, where the point is to play with others.

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 was really challenging for me to get the hang of. I don't know if it was the controls or maybe the camera and aiming, but I was getting frustrated because I felt like what I was inputting wasn't happening.

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: I'm not the biggest live service fan, but it looks to be well crafted with content.					

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: The arenas and music are awesome and add a great ambience.					

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 was pretty fun, but I don't think I will be spending much time in this competitive grind.					