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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 Clair Obscure: Expedition 33

Maker of Game Sandfall Interactive Console 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 is the turn-based combat, specifically the parrying timings. The second is the traversal on open world. The third aspect is the load out mechanics and picos/lumina stat and buff system.

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

If yes, briefly explain\_\_\_There was one small bug where if I quickly selected attacks, the UI menu would not load, but the functionality still worked.

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
<b>Comments:</b> The rules in this game are very clear, while leaving plenty of room for experimentation. The tutorials are concise and effective, clearly explaining each character's style of play well.					

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
<b>Comments:</b> The pacing in the game is a little varied, but I think that it matches the overlying story incredibly well. There is always something new for the player to discover or learn to use.					

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
<b>Comments:</b> The only difficulty in this game comes from its combat, which is turn based but with real time parrying mechanics. It is masterful. For someone who is not good at parrying and wants the experience to be more like a classic turn base, you can turn that off. For someone who wants a balanced challenge, there is a medium mode. For someone, like myself, who loves a bit of challenge, the hard mode was engaging and just the right amount of difficulty. There is a perfect level of chance with the skills and buffs system which I used to build an insane 80% crit rate, but there is also a high level of skill in learning the attacks from enemies to parry on time.					

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 have played this game to complete this sheet, but in all I have spent around 60 hours to complete all the bosses and side content. This is just about the most time I will spend with any game for the most part, so it is perfect for me. I even like shorter games mainly, so I enjoyed that if you want, you can definitely finish the game in probably half the time.					

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: Masterful integration between art style and gameplay, mechanics and ambiance.					

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 a 10/10 for me. From the engaging story, to the wonderful score and voice acting, to the combat - great time.					