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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 Little Nightmares

Maker of Game Tarsier Studios 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 could be tested is the movement and jumping. Platforming plays a large role in the section I played. Another would be the enemy AI, especially during stealth sequences. A third aspect to be tested would be the climbing, throwing, and pickup items mechanics, since they blend and work together very closely during gameplay.

Did you identify any defect 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: <u>This game starts you off and you basically have to figure it out from there, although it is easy to get the hang of because of the design. There's only a few controls and a great UI menu to see them.</u>					

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: <u>In my hour and a half play session, the pacing was good. It provided stealthy sections broken up by puzzle sections and some that just build the world and its ambience.</u>					

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: <u>This game is not very hard in my opinion, and appeals nicely to the casual gamer who enjoys light environmental puzzle solving activities in an unsettling world. It certainly helps that the design of the areas make the puzzles clearly communicated and well put together.</u>					

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 love a short and sweet game, so the runtime of about 4-6 hours is just right. For a game like this, it doesn't overstay its welcome and that's a good thing.					

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 gameplay and the theme match superbly, adding to the world you inhabit to the game, and making the experience more immersive.					

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: I will totally finish this game when I have time. It's got a good feel, intriguing world, and fun casual gameplay. Strong 8/10 for me.					