



Peer Review Guide

Answer these questions while you observe others playing your game:

Clarity: Are players able to figure out what they are supposed to do in a reasonable amount of time?

Yes No

Text/Reading: Do players struggle with the **amount of reading** or the **reading level** of your game?

Yes No

Agents: Are the players able to reach all the agents without too much difficulty?

Yes No

Time: Is the game length...?

Too long Too short Just right

Ending: Do the players know when the game ends?

Yes No

Outcome: Do the players know how well they did in the game?

Yes No

What else do you observe while others play your game? Based on your observations, what changes might you make to improve your game?

If you get a chance to ask the players a few questions, consider asking these:

1. What was your **favorite** part of the game? Why?
2. What did you like **least** about the game? Why?
3. What did you **learn** from playing this game? What was **surprising? Interesting?**
4. What would you **change** about the game to make it better?