Gianna Hodes

Ava Makris

Sean Baez

|  |  |  |  |
| --- | --- | --- | --- |
| CATEGORIES | 3 | 2 | 1 |
| Support for topic (content) | The story contained visuals but no real text supporting, but the visuals were strong enough to be sufficient support | The story had real life scenarios/ludic activity that made sense for the story but could've been incorporated better  | Made the player guess the storyline, content did not match story very well and made the game too confusing |
| Accuracy of content | The story had content from a real life perspective and was very accurate and understandable to the story and the players actions | The game never mentioned who the main character was/could be, so the content couldn’t be proven to be completely accurate  | The content wasn’t serious and had no pre text to set up the game, so the player couldn’t connect the story to what the game had them doing  |
| Organization | The story was told in a way that was very easily understandable for the player, making for an engaging and enjoyable experience | The story was told in a way that was slightly confusing for the player without context, but not impossible or unenjoyable | The story was confusing with no real structure or form, either linear or nonlinear, which created a disconnect from the game and player making the game not vital to finish |
| Introduction | The introduction was well stated giving vital information to the player either explicitly or implicitly  | The introduction was somewhat useful to the player to help them play and understand the game | The story had no real introduction, making the player go in blind to the game  |
| Sequencing | Each page of text smoothly fits with previous text, creating one connecting story | The story is smooth and connecting, with a few minor confusions | The story makes no sense at all, and nodes of text are pretty random |
| Transitions | Transitions between each piece perfectly relate to the idea of the game as a whole | Transitions are somewhat scattered, but the idea of the game still remains evident  | Transitions are choppy, and cause the idea of the game to be unclear |
| Structure | The game allowed the player to go to wherever they choose in the game to explore | The game had somewhat strict or linear rules and guidelines the player had to follow | The game could only be played one way and the player had to play it one step at a time to move on |