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