

Title of game

Visual Design

Characters

Environment

Menu Design

Summary, Observation and issues

Gameplay and mechanics

Mechanics

How they are introduced

Difficulty of them

Talk about one or two positives mechanic that make the game interesting

Gameplay

Talk about movement and combat

Movement

- Is the control easy to use?
- Any issues with the buttons

Combat

- How I find the combat
- How challenging is it
- Are there any enemies that make you have to think how to fight them to change the game play.

Summary, Observation and issues

- Good aspect of the game
- Thing to improve on
- Give ideas on how to improve aspect if needed.
- Talk about any issues I found!

Story

- Description of the story
- Does it fit in with genre

Summary, Observation and issues

- Depending on genre how much detail to go into
- if there are any issues with the story

Sound

- does the background sound suit the game
- does input sound (sound that players make while interacting with match)

Summary, Observation and issues

Overview

1 paragraph of what I really enjoy and one or two key aspects that stand out for me

If I have found any Bugs to report, there will be a different word document with them all stated on their