

## IMS Game Design Design Document Evaluation Form

<b>Concept</b>		
Y	N	Does the game concept seem original?
Y	N	Does the game concept interest you?
Y	N	Would you be interested in playing the game?
Y	N	Would you be interested in buying the game?
Y	N	Do you see evidence of proof of concept?
Y	N	Does the concept seem like it will be a success?
<b>Document</b>		
Y	N	Does this document seem complete?
Y	N	Does this document seem carefully crafted (spelling,layout,etc)?
Y	N	Is the content in this document clear?
Y	N	Do you see any glaring omissions in documentation?
Y	N	
<b>Planning</b>		
Y	N	Do you think the game prototype, as proposed, can be completed in the amount of time allocated?
Y	N	Does the game seem appropriately staffed (artists, programmer, etc) ?
Y	N	Does game play seem completely described?
Y	N	Does technical direction seem completely described?
Y	N	Does art direction seem completely described?
Y	N	Are there clear, attainable milestones outlined?
Y	N	Have the authors used other projects as reference?
Y	N	Have the authors offered any contingency plans?
<b>Tech</b>		
Y	N	Does the technical implementation seem well researched?
Y	N	Does it seem the project has adequately tested and resolved expected technical challenges?
<b>Art</b>		
Y	N	Does the art adequately describe game play?
Y	N	Does the art adequately describe interface?
Y	N	Does the art adequately describe characters?
Y	N	Does the art adequately describe implements (weapons, vehicles, etc)?
<b>Implementation</b>		
Y	N	Are you clear about the form of the completed prototype?
Y	N	Have platform, controls and related game play been described?
Y	N	Is the game interface clearly described?
		<b>Total Yes</b>
		<b>Total No</b>

If there is no storyboard for gameplay, sketch it as you envision it


In the box below, sketch your understanding of the interface

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List any games that seem similar to this concept

Comments:

