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  
- [x] No  

**Text/Reading:** Do players struggle with the amount of reading or the reading level of your game?
- [ ] Yes  
- [x] No  

**Agents:** Are the players able to reach all the agents without too much difficulty?
- [ ] Yes  
- [x] No  

**Time:** Is the game length...?
- [ ] Too long  
- [x] Too short  
- [ ] Just right  

**Ending:** Do the players know when the game ends?
- [ ] Yes  
- [x] No  

**Outcome:** Do the players know how well they did in the game?
- [ ] Yes  
- [x] 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?