

Game Design Evaluation

Order and Chaos – Environment Asset Project

Name: _____

1. Understanding the Theme

1. How successfully do you think your asset communicates the theme **Order and Chaos**?
2. Which parts of your design represent **Order**?
3. Which parts represent **Chaos**?
4. Did your ideas change as you developed the asset? Explain why.

2. Research and Inspiration

5. Which artists, game designers, games or visual references influenced your design?
6. What did you learn from your research that influenced the way you constructed your asset?
7. Which visual elements did you take from your research?

For example:

- Shape; Colour; Texture; Pattern; Structure; Scale; Repetition; Distortion

3. Construction and Making

8. What materials and construction methods did you use?
9. Why were these materials appropriate for your design?
10. Which construction technique worked particularly well?
11. What problems did you experience while making your asset?
12. How did you solve these problems?
13. If you made the asset again, what would you construct differently?

4. Visual Design

14. How effective are the **shapes and forms** in communicating your idea?
15. How have you used **repetition, symmetry or patterns** to communicate Order?
16. How have you used **irregularity, distortion or fragmentation** to communicate Chaos?
17. How effective are your choices of **colour, texture and surface detail**?
18. Does your asset look as though it could belong in a game environment? Explain your answer.

5. Game Design Application

19. What type of game environment could your asset be used in?
20. What purpose would the asset have within the game?

For example:

- Building; Prop; Obstacle; Decoration; Interactive object; Terrain; Environmental storytelling
21. How could a player interact with your asset?
 22. How could the asset help communicate the atmosphere or story of the game environment?
 23. If the asset were digitally modelled, what changes would you make to make it suitable for a game?

6. Development

24. Which stage of your development was the most successful?
 25. Which experiment was unsuccessful, and what did you learn from it?
 26. How did feedback from your peers or tutor influence your development?
 27. Did you make enough changes and improvements to your original idea? Explain.
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