Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Period: \_\_\_\_\_\_

Computer Programming & Game Design I

Assignment: Game Modification Task and Plan Sheet

**Game Reviewed:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Website URL (if applicable):** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Provide a detailed overview of the object of the game (*minimum 2 sentences*).
2. List at least (3) things you liked about the game (from the qualities of “what makes a game enjoyable” from your Cornell Notes). For each item listed, explain why. Also, underline each of the three qualities you use so it’s easier for me to identify (*minimum 3 sentences*).
3. List at least (3) things you did not like about the game or that you see could be improved (from the qualities of “what makes a game likeable” from your Cornell Notes). For each item listed, explain why. Also, underline each of the three qualities you use so it’s easier for me to identify (*minimum 3 sentences*).
4. List (2) or more reasons why you think the game you are reviewing is successful (*minimum 2 sentences*).
5. List (2) or more specific changes you would make to this game. Why & how will these changes improve the game? (*minimum 3 sentences for EACH change*)
6. Obviously, you love this game (or you wouldn’t be playing it). If you could create a sequel to this game, what would your revised objective be for this new game? Explain why. (*minimum 2 sentences*)