

**Art & Style** /5

Makes game unplayable	Somewhat distracting	Functional	Impressive for a homebrew	Impressive for an NES game	Stellar regardless of format
0	1	2	3	4	5

**Sound** /5

Sound Effects

Seriously lacking or distracting	Functional	Enriching
0	1	2

BGM or Ambience

Seriously lacking or distracting	Functional	Enriching	Would listen to it outside the game
0	1	2	3

**Polish & Completeness** /10

Presentation

Makes game unplayable	Somewhat distracting	Functional	Good for a homebrew	Good for an era commercial title	On par with or surpasses commercial A-list titles
0	1	2	3	4	5

Content

Seriously lacking or broken	A good start	Feels just short of being solid	Would be a strong game mode, mini-game or level	Could be a strong anthology entry as-is	Would have been a strong era commercial title
0	1	2	3	4	5

**Originality** /15

Gameplay

Cliché or boringly common	Common, but interestingly executed	Original for a homebrew	Original compared to NES library	Original for a retro game (i.e., pre-6th generation)	A unique and pitchable aspect of the game
0	1	2	3	4	5

Theme

Cliché or boringly common	Safe and familiar	A minor deviation from the norm	Different, but distracting	Different and interesting	Unique & enriching
0	1	2	3	4	5

Presentation

Cliché or boringly common	Safe and familiar	A minor deviation from the norm	Different, but distracting	Different and interesting	Unique & enriching
0	1	2	3	4	5

**Title:**

Date: \_\_\_\_\_

Notes

**Overall** /15

Difficulty

Seriously demotivating	Difficulty or lack of challenge is a barrier	Has some undesirable issues with difficulty curve	Enjoyable for both new and veteran players
0	1	2	3

Controls

Unplayable	Frustrating	Adaptable	Intuitive
0	1	2	3

(re) Play Value

A bit of a chore to play	Wouldn't mind playing but wouldn't seek it out	Motivating to finish / loop at least once	Rewarding for multiple sessions or play throughs
0	1	2	3

Social Value

Wouldn't recommend in current state	Would recommend but wouldn't enjoy watching it played	Single player enjoyable socially and / or has interesting multiplayer	Has rich and varied multiplayer
0	1	2	3

Gestalt (Whole experience vs sum of its parts)

Unplayable	Held back by some elements	Strong individual components	Components compliment each other to form a rich experience
0	1	2	3