

Gamemaker: _____

Critical Friend: _____

	Catan	Risk	Candy Land	Uno
How does your game connect to a real-world issue?	The gamemaker can describe the real world issue in a high-level of detail based on extensive research.	The gamemaker is familiar with the real-world issue and can explain how it relates to their own lives.	The gamemaker knows about the issue, but does not have a lot of detail.	The gamemaker makes some connection between the game to a real-world issue.
Can you describe some evidence or data about your real-world issue?	The gamemaker has high-quality data and evidence about the issue. The data can be in the form of percentages, statistics, or trends.	The gamemaker has a good deal of data and evidence. The data can be in the form of percentages, statistics, or trends.	The game maker has some data and is making progress to connect the data to the issue.	The gamemaker has not found data yet.
How do you incorporate probability into your game?	The gamemaker can describe the probability with great confidence. There are clear tools or mechanics that make certain outcomes more likely and other other outcomes less likely.	The gamemaker can describe the probability and can explain how the dice or cards make some events more likely than others.	The gamemaker can begin to describe the probability but needs some help to connect the game mechanics to the math concept.	The gamemaker makes some steps towards describing probability.
How complicated is the probability?	At least some of the probability is conditional. For example, a player could have a bonus that would increase their probability of a certain outcome.	The probability involves two or more steps. For example, the players roll two die and use the sum to determine the outcome.	The probability is simple. Players roll one dice to determine an outcome.	The gamemaker makes some progress on incorporating probability.
Describe the game mechanics.	The game mechanics can be broken down into 3 - 5 distinct steps that players follow each turn. Players are able to make choices. Probability is incorporated in sophisticated ways.	The game mechanics can be broken down into 3 - 5 distinct steps that players follow each turn. Players can make some choices.	The game mechanics do have steps that players follow each turn. The gamemaker is still working out the details.	The gamemaker makes some progress on explaining the game mechanics.
Is the game aesthetically pleasing?	The game includes high-quality, beautiful art. It's fun to look at!	The game has artistic components. It's fun to look at.	The game includes some art in some form.	The gamemaker is working on adding art to the game.