

## The Gaming Goose Rational Decision Matrix

		<b>Outstanding</b>	<b>Exceptional</b>	<b>Average</b>	<b>Terrible</b>
<b>Graphics</b>		<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<i>Colors</i>	2	Colors are not only appropriate for the game, genre, story, setting, and mood, but vibrant/vivid. They are not overly gaudy or bland for the type of games.	Colors are appropriate for the game, genre, story, and setting but may not be consistently vivid/vibrant. There may be some instances of gaudy or bland sections.	Colors are mostly appropriate for the game, genre, story, and setting. They are usually not vibrant or vivid. There are several instance where graphics are overly colorful or bland.	Colors are barely appropriate for the game, genre, story, and setting. They are overly colorful or bland for the type of game for the majority of the game..
<i>Style</i>	1	Style of graphics greatly complements the gameplay and is appropriate for the mood, story, and gameplay.	Style of graphics sometimes compliments the gameplay and is appropriate for the mood, story, and gameplay.	Style of graphics is appropriate for the mood, story, and gameplay. It may compliment the gameplay in sections, but this is not readily evident.	Style of graphics is not appropriate for the mood, story, and gameplay. Many times style can take away from gameplay.
<i>Detail</i>	3	The graphics are highly detailed and interesting. Style, if unique, adds something to the genre and fits the mood/tone of the game.	The graphics are very detailed, Style can be unique and mostly adds to the mood/tone of the game.	The graphics are somewhat detailed, Style is typical. Graphics do little to support the mood/tone of the game.	The graphics are below standards. Style is typical and and executed poorly Graphics do little to support the mood/tone of the game and may actually take away from the intent.
<b>Game Play</b>					
<i>Camera</i>	2	The camera works well with the game. The motion is fluid, smooth and allows the users to play the game by utilizing it. It does not interfere with game play.	The camera works well with the game a majority of the time. The motion is mostly smooth and allows the users to play the game by utilizing it. It can interfere with game play at points	The camera works well with the game some of the time The motion can be smooth and allows the users to get through the game. It usually interferes with game play at points	The camera does not well with the game the majority of the time The motion can be fast, choppy, and can inhibiusers to get through the game. It pretty much always\interferes with game play.
<i>Character Movement/play control</i>	3	Characters movements and controls are intuitive and responsive Animations/movements sare smooth and do not affect gameplay.	Characters movements and controls are mostly intuitive and resonsive. Animations/movements are mostly smooth and do not usually affect gameplay.	Characters movements and controls are somewhat intuitive and responsive. Animations are smooth, somewhat responsive and may affect gameplay.	Characters movements and controls are not intuitive and responsive Animations are not smooth and they tend to affect gameplay.
<b>Story</b>					

		<b>Outstanding</b>	<b>Exceptional</b>	<b>Average</b>	<b>Terrible</b>
<i>Cinema Display (Cut Scene)</i>	1	Action/Story is compelling and told in a way that advances story. Dialogue is natural, advances story and gives insight to chaacter. It does not serve to merely get gamers from one section to another. Length is appropriate and not tedious to watch.	Action/Story is mostly compelling and in many instances advances story. Dialogue can be natural, may sometimes advance the story and give insight to chaacter. It may sometimes serve to merely get gamers from one section to another. Length is sometimes not appropriate and may be tedious to watch.	Action/Story is somewhat compelling and in some instances it advances the story. Dialogue is somewhat natural, and may advance the story and give insight to chaacter. It sometimes serves get gamers from one section to another. Length is somewaht not appropriate but may be tedious to watch.	Action/Story is barely compelling and in does not advance the story. Dialogue is not natural, and does not advance the story and/or insight to chaacter. It serves to get gamers from one section to another without connection Length is not appropriate and is tedious to watch.
<i>Compelling / Drama</i>	2	If game is story driven, then the one present involves the gamer and improves the gaming experience rather than taking away from it. Story should not be a poor supplement to game play. Story is properly integrated into game play and level design.	If game is story driven, then the one present mostly involves the gamer and improves the gaming experience rather than taking away from it. Story is somewhat supplement to game play. Story is not always properly integrated into game play and level design.	If game is story driven, then the one present somewhat involves the gamer and improves the gaming experience rather than taking away from it. Story is mostly a poor supplement to game play. Story is not properly integrated into game play and level design.	If game is story driven, then the one present detracts the gamer from the gaming experience rather than enhancking it. Story is a poor supplement to game play. Story is not properly integrated into game play and level design and takes away from it.
<b>Level Design</b>					
<i>Appropriateness</i>	3	Level design is logical, interesting, and serves to draw the user into the game.	Level design seems mostly logical, interesting, and serves to draw the user into the game for most of the levels.	Level design may not always seem logical, interesting, and does not always serve to draw the user into the game.	Level design does not make sense and is not interesting. For the most part it serves to draw the user away from the game.
<i>Variation</i>	2	Levels are varied, and are not monotonous.	Levels are mostly varied, and are not monotonous.	Levels are varied, and are not monotonous.	Levels are varied, and are not monotonous.
<b>Sound</b>					
<i>Voice Acting/Narration</i>	1	Voice acting and narration is of superior quality. It captures the imagination and compliments the story.	Voice acting and narration is of high quality. It mostly captures the imagination and compliments the story.	Voice acting and narration is of average quality. It sometimes captures the imagination and compliments the story.	Voice acting and narration is of poor quality. It serves to detract from the story.
<i>Sound FX/Music</i>	2	Music and Sound effects compliment the game exceeding well. They are fitting for the genre and tone of the game.	Music and Sound effects compliment the game well. They are mostly fitting for the genre and tone of the game.	Music and Sound effects somewhat compliment the game. They are fitting for the genre and tone of the game.	Music and Sound effects detract from the game. They are mostly not fitting for the genre and tone of the game.

		Outstanding	Exceptional	Average	Terrible
					Total:
		66-50 -Outstanding			
		50-40 - Exceptional			
		40-20-Average			
		20-0 -Terrible			

Directions - multiply the number in the dimension by the number under the rating. Add all of the results of the dimensions when complete. Copyright 2009 thegaminggoose.com

Remember, this is my "beta" version of this and the document may, can, and probably will change.