<game name>

Type   <type>

Config   <announced>
                        <different tested config if announced is not working>
Intro   <yes/no>, <good/bad>
Intro music   <yes/no>, <good/bad>
Game menu   <yes/no>, <good/bad>
Start   <ok/no ok>
                        <if not ok what is happening?>
➜ Config   <if not ok, is it ok with another config?>
Start   <ok/not ok>
Opponents/players   <yes/no> <how many>
In game music   <yes/no>, <good/bad>
sfx   <yes/no>, <good/bad>
gfx   <good/bad> <detailled?>
movement   <how many>, <joystick/mouse/keybaord>,
                        <everything working as expected?>
fluidity   <scrolling: good/bad> <characters: good/bad> <enemy: good/bad>
                        <speed: : good/bad>
difficulty   <IA good/bad> <enemies strong/weak>
End   <yes/no>

BUG(s)   <list of bugs found>

<u>Note</u>:   <personal note regarding the game>

<game name>

gfx	snd/music	sfx	fluidity/playability	overall
<score>	<score>	<score>	<score>	<overall score> + <number of notes> = <final score>

fluidity/playability includes everything that is not gfx, snd/musix & sfx
a game has minimum 2 scores (gfx & fluidity/playability)
maximum final score is 14
minimum final score is 3
everything else is in between

then the final score is transformed in base 10