

COSC 438 – Game Design and Development
Game Review Exercise
Fall 2019

In this design homework, you are to play a game that you have not played before (it is fine if it is a game in a series you have played before, or a flash/free game) and do a critical review of that game, based off of IGN.com's review structure. For an example:

<https://www.ign.com/articles/2019/09/20/untitled-geese-game-review>

Your review should have all components in IGN's reviews, including the game details (title, publisher, release date), score (out of 10 points), and a recap for the score. The review should be at least 1000 words long.

Turn in electronically via Blackboard by Monday, October 7th at 11:59pm. doc, docx, and pdf formats only.