Game Design Project
Intro to Tech Math - Slagle

4	2
1	/

Name
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## Game Number \_\_\_\_

1	How did your piece perform at the start of the game?	
2	How did your piece perform at the end of the game?	
3	How much did your piece dominate the game? Or did it have little impact?	
4	Did you win or lose? What part did your piece play in your win or loss?	
5	Who did you play against?	
6	Is your piece fair? Does it need to be powered up or powered down? (Buff vs Nerf)	
7	How strong is it compared to other pieces? The Pawn? The Queen?	
8	Did your piece have any weird conflict with other pieces?	
9	Was your piece any fun to play? Or play against?	
10	Where did your piece start the game? Did it replace a piece?	
11	Other notes	