Game Build Peer Critique

How to use peer critique form: https://www.youtube.com/watch?v=HevfFSMmca0

Learning Target: I can evaluate a peer's game mechanics, flow, and design using industry standards and offer advice through constructive criticism.

LEARNING GOAL & SCALE: Standard 21.0	
4	Student will be successful in level 3 and: Student will complete several game evaluations that demonstrate a high level understanding of evaluation techniques.
3	Student will be successful in level 2 and: Demonstrate an understanding of the techniques used to evaluate game mechanics, play, flow, and design (standard 21.0)
2	Student will: Demonstrate an understanding of the vocabulary related to game evaluations including: audience, rules, goals, game environment, aesthetics, mechanics, progression, and emergence.
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.