

Bingo Card



<p>Clear Objective</p> <p>The game has a specific goal or purpose for players to achieve.</p>	<p>Challenge</p> <p>The game presents obstacles or difficulties that players must overcome.</p>	<p>Player Choices</p> <p>Players have options or decisions that affect the game's outcome or experience.</p>	<p>Engaging Graphics</p> <p>The visual design is appealing and supports the game's theme.</p>
<p>Complexity of Strategy</p> <p>The game offers multiple strategies or approaches for players to explore.</p>	<p>Narrative or Story</p> <p>The game includes a plot or storyline that drives the action and player engagement.</p>	<p>Rewards</p> <p>Players receive points, tokens, or other incentives for achieving goals or completing tasks.</p>	<p>Unique</p> <p>The game includes a distinctive feature or concept that sets it apart from other games.</p>
<p>Multiple Levels or Stages</p> <p>The game has various stages or levels that provide a sense of progression.</p>	<p>Feedback</p> <p>The game offers responses or information about player actions (e.g. score updates, sound effects).</p>	<p>Rematch</p> <p>The game includes elements that make players want to play again, such as different outcomes or challenges.</p>	<p>Easy to Learn, Hard to Master</p> <p>The game has straightforward mechanics but offers depth and complexity as players progress.</p>
<p>Dynamic Sound Effects</p> <p>The game has sound effects that react to player actions and enhance immersion.</p>	<p>Customisation Options</p> <p>Players can personalise or modify characters, settings, or gameplay elements.</p>	<p>Interactive Elements</p> <p>The game includes mechanisms for players to interact with each other or with objects and other characters.</p>	<p>Tutorials or Help Systems</p> <p>The game provides guidance or tutorials to help players learn the mechanics and rules.</p>