

Elizabeth Battenfield

CTS-285

M2LAB

Part 1

Premise: "Can you remove all but one of the pegs?"

Challenge: "Puzzle: by jumping one peg over another remove all but one peg."

Advancement works via effectiveness. How effective you are at removing the pegs. You remove the pegs by jumping one peg over another. The peg that was jumped is removed. As you remove pegs you advance in the game until only one peg is left or you cannot make anymore moves.

Part 2

"As a player, I want to be able to remove all but one peg so that I can win."

"As a player, I want to be able to jump over pegs so that I can remove them."

"As a player, I want to see where my pegs are, so that I know what moves I can make."

*Note for self: Make it a game/adventure that is the peg game at its base, but is more fun.