**Strategy: The Problem Space Definition**

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| **1st Level Goal** | **The High-Level Goal: Teach me Number Theory through a StudyHaus brand Mobile Game** | | | |
| **2nd Level Goal** | **In a fun way** | **In an easy manner** | **In a progressive manner** | **With a social aspect to the game** |
|  | I have options for themes | I can get 3 hints per problem | 1 screen is 1 problem or mini lesson | When I complete a level, I receive a success card |
| I have options for variable rewards | I fill in the easier or lower numbers in a sequence | Mini lessons build upon one another | My success card can be downloaded and saved as a wallpaper |
| I learn history in addition to math | I react to visual indicators of solution set | I can understand steps in problem from previous screens | My success card can be sent to a friend via text |
| **Reframed Goal** | **Goal 1 Reframed:**  **Interesting** | **Goal 2 Reframed: Relaxing** | **Goal 3 Reframed:**  **Not Complex** | **Goal 4 Reframed:**  **Value** |
|  | Not bored | Not overwhelmed | Can start and stop the game when I have time to kill | I receive something of value during game |