1. Must be interactive and responsive to user
2. Must be suitable for students from 4th-6th

   2.1 Easy to understand core concepts

   2.1.1 Gravity

   2.1.2 Friction

   2.1.3 Acceleration
3. Must have an educational component

   3.1 Teach the user each concept they need to complete the level

   3.2 Pop-up lesson available for each concept
4. Must be constrained to 2D physics model
5. Must be physics-oriented
6. Must have user-controlled vehicle
7. Must have variable parameters on simulation

   7.1 Must be able to tweak parameters of vehicle

   7.2 Must be able to tweak parameters of world
8. Must have responsive audio
9. Must have at least two levels

   9.1 Levels must have win conditions

   9.2 Levels must have failure conditions

   9.3 Must have difficulty get progressively harder with each level

   9.4 Must have unlockable tools and parts
10. Must have menu functionality

    10.1 Must be able to start level

    10.2 Must be able to pause level

    10.3 Must be able to reset level

    10.4 Must be able to quit game

    10.5 Must be able to change level

    10.6 Must be able to able to control volume
11. Must provide the physics lessons to understand the levels

    11.1 Must have tool tips

    11.2 Must have hints on failure condition