### **Game Objectives and Audience**

1. **What specific cybersecurity concepts or skills should the game teach?**
   * Core concept, multi-layered, or multiple learning objectives that are related.
2. **What prior knowledge can we assume the players (high school students) have?**
   * Understanding their baseline knowledge will help you tailor the difficulty and content appropriately.
3. **Are there any particular age groups or learning levels within high school that we should focus on?**
   * High school students can range in age and knowledge, so targeting the right group is important.
4. **What should be the primary takeaway for students after playing the game?**
   * Talk about topics they learned at a high level and relate to them, cyber is a field that exists and that it is innovative and cool

### **Experience and Design**

1. **Are there any specific features or mechanics you envision for the experience (e.g., quizzes, mini-games, storytelling)?**
   * Must involve engaging videos in SOME way, physical artifacts, easy to obtain, documented instructions, hybrid experience with different physical or online steps
2. **How interactive should the game be?**
   * Puzzle factor!
3. **Should the experience have a multiplayer aspect, or is it purely solo?**
   * Group of 4 people ish (two groups of two, etc)

### **User Experience and Accessibility**

1. **Are there any design guidelines or accessibility requirements we need to follow (e.g., color schemes, ease of use)?**
   * Accessibility is important for educational tools, so ensure this is covered.
   * Variety of teachers and students that will be using it (font size, visual accessibility)
   * Don’t trick them
   * Avoid implicit or explicit biases- avoid stereotypes when creating names, places, scenarios, etc
2. **What kind of feedback should the experience provide to players when they make progress or errors?**
   * **Always have hints for every step- predict/anticipate what parts are challenging**
   * **Time for testing!!! With local school (managers and note takers)**
   * **No clearances necessary**

### **Evaluation and Success Metrics**

1. **How will we measure the success of the experience in teaching cybersecurity?**
   * Knowing how success is measured will guide you in creating effective gameplay.
2. **Will there be any user testing with real students or feedback sessions during development?**

### **Timeline and Milestones**

1. **What are the key milestones or deliverables you expect during each sprint?**
   * This will help you align the game development process with the course’s grading and expectations.
   * Make the timeline first then we’ll talk deliverables