- **WHO** are your students? Consider their age, grade level, etc.

  The students I want to focus on are about 14-17 years old.

- **WHAT** do you want them to learn? What are the content, skills, or ideas you want your students to come away with?

  I want them to learn physics on a fun way that has not directly to do with the calculations students believe are difficult.

- **WHERE** are students playing the game? What is the context? Are they playing the game and discussing it in more than one context?

  The game would be played at school, best would be 2 students per computer so they can discuss what is happening.

- **WHY** this game? What mechanics make it suited for this topic?

  I think physics has lots of nice topics suited for a game. Like mirrors (try to get through a room without being seen) or electrical circuits (get as much equipment attached to the power without breaking it).

- **HOW** are you implementing the game? How are the learning goals of the game integrated into your activities and goals?

  My implementation would be a professor who is actually really stupid and only knows the topic of that class. The students will have to figure out how to play the game, but a few rules will be explained. Also, when they make a mistake they will get to hear why it didn’t work. The game will be bird-view, because that is the easiest way to implement it.