Tyler Pinho

Jefferson Le

Curtis Spence

**Sources of Evidence/ Tasks**

-Stars: Completing a stage in our game rewards a different amount of stars based on amount of shots it takes to beat the stage with a minimum of 1 Star earned for beating the stage at all. The player must use their knowledge of physics to beat the stage efficiently to achieve more stars.

-Mega Stars: Awarded for completing a cluster of levels which represent one aspect of physics. A player with more Mega Stars has gained more mastery over different aspects of physics

-Coins: These are awarded every time a stage is completed. Coins are used in the in-game cash shop to purchase cosmetic outfits and other things that don't affect game play.

**Work Products**

Our game will track certain statistics like amount of attempts it takes a player to complete a stage as well as how well they do on in-game assessments. The amount of stars they achieve (ranging from 1 to 3 per stage) will also reflect whether they have a base understanding of a concept or a deep mastery of it per each stage which will test a different concept of Physics. The Mega Stars will also show which concepts they excelled or struggled with the most since it will track the amount of attempts it took per stage per world. This can be used by an instructor to know which concepts their class needs more time to go over again and which concepts their class has mastered.