1. pc and non pc = Mario and monsters

2. goal of the game = reach waypoint and collect coins

3. rules for the game = 3 lives, escape from monsters

4. balanced rules

5. game should be adaptive = levels 5

6. elements of chance = monsters will move random , detecting mario

7. elements of skill = way the user moves mario

8. instant result/feedback = if catched by monster “you lost” and reached destination “you won”;