*Plankerobics Now!* is a 3D platformer in which the player guides a team of avid plankers through a series of jazzercise-themed puzzles. Its gameplay is similar to *Portal and* the 2D platformer *Thomas was Alone*; the player must use each of her plankers’ special abilities to get her team to the VHS tape at the end of each level. The game’s aesthetic draws from 80s Jazzercise and aerobics videos. To this end, the game’s menus are designed as if the player was making their way through a set of glitchy VHS tapes on an old TV. Our team centered the game around planking because we were tasked with creating a game inspired by a meme. After looking at many memes, we decided that planking would be the best starting point for a 3D game because it was easy to understand and lent itself well to 3D physics puzzles. If nothing else, remember: *Studies\* have shown that planking is the number one key to happiness, longevity, and a better body.*

\*Personal anecdotes, hearsay, and advice from my personal planking coach Kevin.