Stats of people played and are playing the game currently: (india, foreign, played maximum/minimum in which countries)

Game activity type: (genres)

Matching game with learning outcomes: (state three domains of blooms taxonomy by matching it with your game)

Critical questions for Interactive learning: (State questions specific to your game here. Follow all 4 types of questions)

Story of game:

Storytelling:

Challenges/Barriers:

Categorization of game into gameplay, simulations, and game:

Feedback Mechanisms:

* Timing of feedbacks
* Tone of feedbacks
* Feedback delivery used

Constructs: (is constructs used?, if yes then state all)

Game Mechanics: (discuss this in very detail)

Rules of the game: (state all rules, rules changing dynamically, rules which are constant throughout the game)

Laws of physics/chemistry/maths, etc used:

Discuss game development model:

Flow chart of the game:

Discussion of all elements of gameplay:

Structural gamification:

Content gamification: (here you can compare with games older than your selected game, and with current most played game)

Mechanics: (rewards, rewards schedule, leaderboards, quest, status)

Different ways of playing the game: (discuss what are other ways you can play the game-is there any other road to reach the target location, what are all the options)

Terminal learning objectives:

Enabling learning objectives:

KSA’s:

Wireframing / one page design of the game: (choose either depending upon your game genre)

Motivation: (game has intrinsic or extrinsic or both type of motivation for the player?, how were they used ?

Decisions of the game: (discuss all success and failure sets of the game, how was player declared winner or loser, how was decision told to the user)

Legal Consents required for the game:

Gamification frameworks: (discuss framework of your game here, if not available follow either of [The MDA framework: Gamification framework for education; The 6D framework; Player-centred design framework; Gamifying business: designing motivating solutions to problem situations; The Octalysis framework])

PLEX framework of the game: (state the game dynamics based on PLEX framework, applicability of the categories will depend upon genre selected)

Screenshots of game: (of different levels)

Benefit of playing the game: (what will user learn)

Places of improvement: (what is not good, what could be better)

Learning outcome: what did you learn from your case study)