

1) What is the essential learning you are teaching? For instance, "Students will know how to differentiate between mitosis and meiosis."

2) What is the context of this lesson? For instance: Biology (Cell Division)

3) What motivates the player? What makes the game fun?

4) How does the player win/lose or know they are successful/not?

5) What do you do in response to a loss/unsuccessful demonstration of learning? How do you help the player to be more successful?

6) What makes the game unique/novel?