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| Identify Need: |  |
| Instructional Goal | After playing this game learners will: |
| Learning Objectives | To achieve this goal, learners need to be able to: |
| Core Dynamics | Race to the finishTerritory acquisitionExplorationCollecting | Rescue or escapeAlignmentForbidden actConstruct or build | OutwitSolutionMatching |
| Tasks:(Specific activities the learners will do) |  |
| Game Mechanics: (learning loop—Kim) | The description/rules for this game are the following: |
| Game Motivators: |  |
| AestheticsChanceCompetitionConflict | CooperationLevelsResourcesRewards | StoryStrategyThemeTime |
| Feedback(Mastery Journey—Kim) | Learners will receive feedback at the following places in the game:(Discovery, Onboarding, Habit Building, Mastery) |