Identify a real world design problem you have observed your surroundings or environment. This problem could be political, local, systemic, or even related to your school. After some initial brainstorming, you will add structure to your ideas by completing the following ideation scenarios.

**1** **User:** *Identify the user, based on the target user group.*

The users are teenagers who likes to play party games or adults who just want to know about others in an interesting fashion.

**2 Context:** *Describe context or situation in which the problem exists*

This game is a new version of truth or dare. This version is a way to mix it up and get into the mind of each player.

. **3 Motivation:** *Describe an incident or condition that motivates the use of the solution.*

The motivation of this game is see how far your players would go and it give you a chance to learn a little about the players.

**4** **Solution:** *Show how they access and use the solution to address their need.*

This game is a great to entertain your guest at parties or hangouts and you have a way to mingle with guest instead of just dancing,

**5 Outcome:** *Describe the outcome of the situation – the payoff, the problem solved, and the happy user.*

The users are going to enjoy this about they get to get a little wild with their party game with running out of ideals and you also get to know something about your guest that you wanted to know or that you did not know. This game is mixing up the traditional game that everyone knows and love.