

Design a board game about forces that you can play with your family.

Think about:

How many players can play?

The design of the game board.

Are there any questions to answer?

Are there any forfeits for getting an answer wrong?

Do you need a dice to play it?

How do you decide who is going to start first?

How will the game end?

<https://www.dkfindout.com/uk/science/forces-and-motion/what-is-force/>

