

Interrupted Migrations: Game Design Guide

Name

Congratulations! Your team has the exciting opportunity to turn everything you have learned about animal migration into a game that anyone could play! The most important feature of your game is that it inspires players to learn and care about animal migration.

Getting Started:

You have created the following elements that can be used in your game:

- Game Board Map with human activity and migratory routes
- Setting description
- Migratory route map
- Human impact cards
- Critter cards
- Positive action cards

Starting with the pieces above, brainstorm what a game played with these pieces might look like. Write or draw your ideas in the box below:

Once you have decided on what will happen during your game, decide what other items will be needed to play your game. For example, will you need dice or some other way of moving around the board? (You have already done some thinking about this. Now it is time to decide!)

Creating the Game:

1. All games need to have an objective. What is the objective of your game?

2. Will your game be competitive (are players competing against other players?) or cooperative (are players working together toward a common goal)?

3. What is the ideal age (or age range) for players of your game?

4. How does your game start?

5. What happens during each turn?

6. How does your game end?

7. What is the name of your game?
