

GAME PROJECT

1. Choose a topic.

Think about several different topics. Then choose the one topic that interests you and also has information or concepts that could easily be made into a game.

2. Assess present knowledge

How much do you know about this topic?
You can always learn more!

3. Research

- You must have at least 3 sources.
- You must have at least 50 interesting facts about your topic.

EXAMPLES

RESEARCH REFERENCE

#1 Internet source

"Name of Site". <http://www.....> (World Wide Web). Author's name. Date you visited site.

RESEARCH REFERENCE

#2 Encyclopedia source

"Topic". Name of Encyclopedia. Year, pp. . **VOL. #n.**

RESEARCH REFERENCE

#3 Book source

Author's last name, first name. Name of book. Publisher city: Publishing company, Year.



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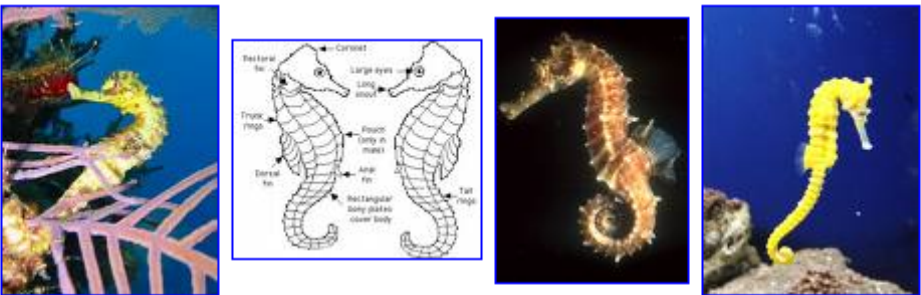
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 May 8, 2007 ... This article is about the animal. For the mythological animal **sea-horse**, see hippocamp. For other uses, see **Seahorse** (disambiguation). ...
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Seahorse

From Wikipedia, the free encyclopedia

This article is about the animal. For the mythological animal sea-horse, see [hippocamp](#). For other uses, see [Seahorse \(disambiguation\)](#).


Seahorses are a **genus** (***Hippocampus***) of fish belonging to the family [Syngnathidae](#), which also includes [pipefish](#) and [leafy sea dragons](#). There are over 32 species of seahorse, mainly found in shallow tropical and temperate waters throughout the world. They prefer to live in sheltered areas such as sea grass beds, coral reefs, or mangroves. Colonies have been found in European waters such as the [Thames Estuary](#).^[2] From [North America](#) down to [South America](#) there are approximately four species, ranging from very small in size ([dwarf seahorses](#) are only about an inch long) to those much larger, found off the Pacific Coast of Central America (the foot-long *Hippocampus ingens*). *Hippocampus erectus* are larger seahorses found anywhere from [Nova Scotia](#) down to around [Uruguay](#). Three different species of seahorse live in the [Mediterranean Sea](#): *Hippocampus hippocampus* (long snout), *Hippocampus brevicestris* (short snout) and *Hippocampus fuscus* (immigrated from the [Red Sea](#)).^[3] These fish form territories, with males staying in about one square meter of their habitat while females range about one hundred times that area. They bob around in sea grass meadows, mangrove stands, and coral reefs where they are camouflaged by murky brown and grey patterns that blend into the sea grass backgrounds. During social moments or in unusual surroundings, seahorses turn bright colors.

Hippocampus

Fossil range: 23–0 Ma

PreЄЄO S D C P T J K PgN

Lower Miocene to Present



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- Evolution and fossil record
- Reproduction

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Hippocampus
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PreЄ	Є	O	S	D	C	P	T	J	K	PgN
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navigation

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- Featured content
- Current events

To reference this site, I will write the following:

"Seahorse". <http://en.wikipedia.org/wiki/Seahorse>. (On-Line).
Wikipedia. April 29, 2009.

RESEARCH REFERENCE

#1 Internet source

"Name of Site". <http://www.....> (World Wide Web). Author's name.
Date you visited site.

- 1) [Jalsdufoaeeflkasdop doifa ofja o0aw 'lkjj o\[0f'jda l'sadf'l adfopa kjwf paoudf 'askdjfo\[sdufojwa folaisf osa'dfal'difuaoldjfladjf\[oaawi dflwakdjfo'aiduf 'awdif ae](#)
- 2) [Lksadfoipauwf lKAjwdfopawfd klasjdvio\[a shd k;jdfo'ij awdf,/msag](#)
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- 6) [Kjrsfdo\[g qjgKjdso9\[a8wuwrglmanfslgk'hzs l'f a](#)
- 7) [Ajskl'd\[pnasdfaklfd 'aldfjlasdhv osdjfl.sadjp\[ujavf.asdladsl'jkl](#)
- 8) [Lkjsafvg\[0a q tv;qjmfvopaus fgl;msvl' auo'fjwadwl; fjaso\[fv valng 'lsad jglakndmgvldsivljsDf vb](#)

3. Research

You must have at least 3 sources.

4. Information

You must have at least 50 facts.

5. Player's Roles

- What do the players represent?
- What part do they play in the game?
- How many players can play at one time?
- What do players do?
- What things are mechanized (part of the game or chance) and what things are human factors?

6. Player's Goals

Buying? Capturing? Racing?

- What are the players of your game trying to do?
- Are they trying to gain power or wealth?
- Are they trying to get to the end?
- Are they trying to stay alive?
- Are they trying to gain possession of the most resources?

7. Player's Resources

- What things will the players be trying to get?
- Do they want the most money, power, information, right answers, chips, power pellets, matches, or pairs?
- How will these things be represented in the game?

8. Player's Sequence

- How do players take turns?
- What is the sequence of steps? For example, do you roll dice move your marker and draw a card?
- How can you include hazards or lucky breaks to make the game more interesting?

9. Scoring

- How do the resources relate to scoring?
- How is scoring related to how well the players achieve the objective of the game?

10. Rules

Write rules that are concise and ease to understand. Try not to make too many because it might make your game too difficult to understand. Keep it simple.

11. Form

What form will your game be?

- board game
- paper & pencil
- computer
- cards,
- simulation
- other form

12. Name

Give your game an unique name that also describes your game in some way.

13. Basic model

- Make a model DRAWING of game.
- On sheet of paper, write all card info.
- Write rules on sheet of paper.

Class will attempt to play your game.

14. Changes?

- How do the resources relate to scoring?
- How is scoring related to how well the players achieve the objective of the game?
- Are the rules clear?

15. Materials

List all materials needed. Think about board, colors, cards, game pieces, etc. Make sure you are capable of gathering the items - be realistic.

16. Make the game

- Make the final version of your game.
- Make it attractive and durable.
- Include a list of rules, all necessary playing pieces, and a way to store all the parts of your game when it is not being used. (pizza box, shoe box, bag, etc. Decorate box with name.)
- Create game @ home or bring all materials to class next week.

17.

PLAY

the

game

19. Advertisement

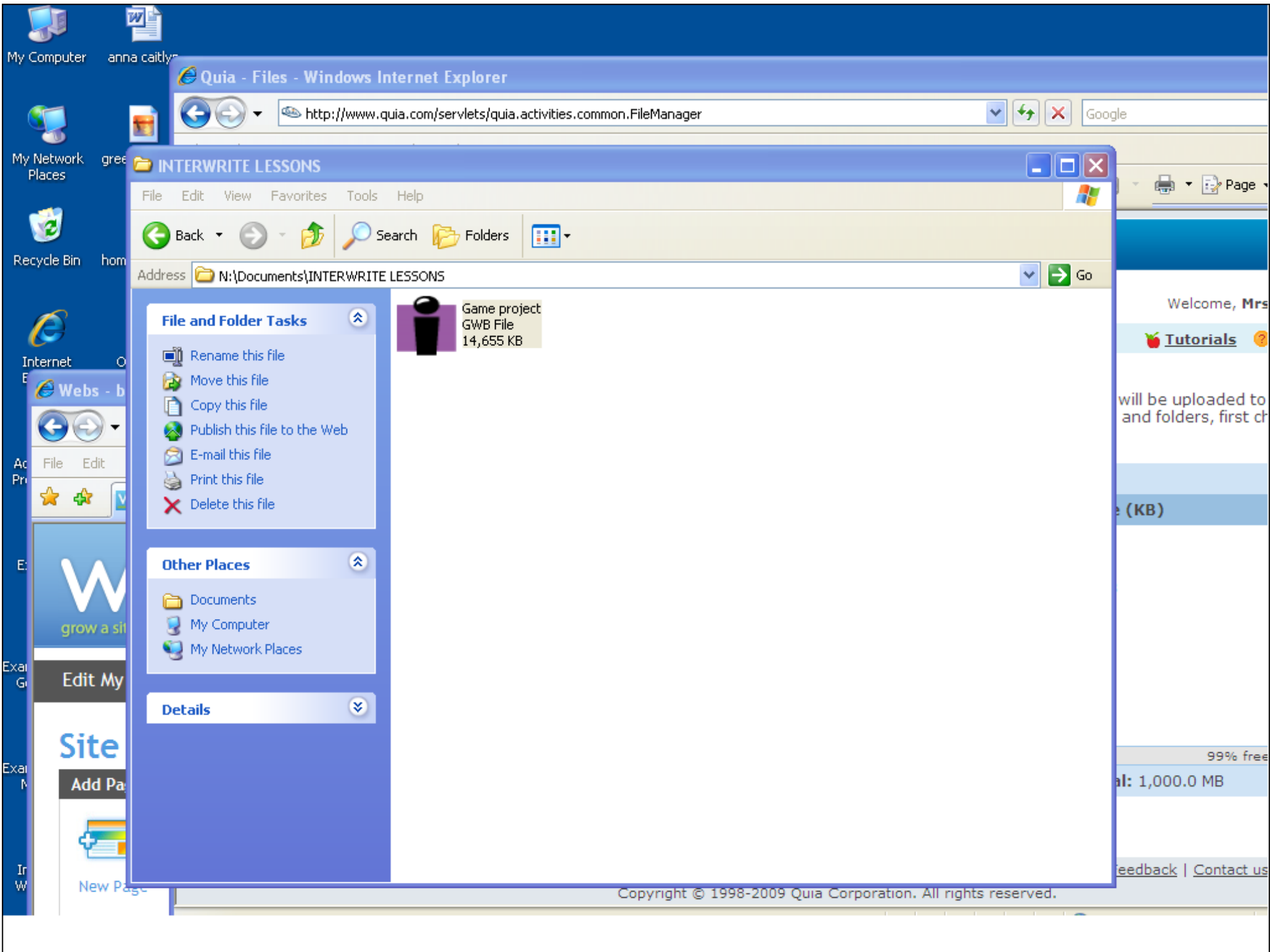
How would you market/advertise your game?

Write a short advertisement that would convince someone to buy or play your game. It can be a spoken commercial or a jingle. Make sure you include the following:

- name of game
- topic (subject of info your game is about)
- type of game (card, board, etc)

Turn in advertisement for grade.

You may perform it later for extra points (25pts).



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