



FLOODED

a climate change game

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content

- Background Research
- From ideas to mechanism
- Aesthetic Design
- Video (Dynamics)
- Learning objectives



Background Research

1. a wake-up call

2. joint hands

3. an "epic win"

"When rockets are launched, the large number of propellants they require will cause abundant emissions into the atmosphere, including carbon dioxide, water, chlorine, and other chemicals."

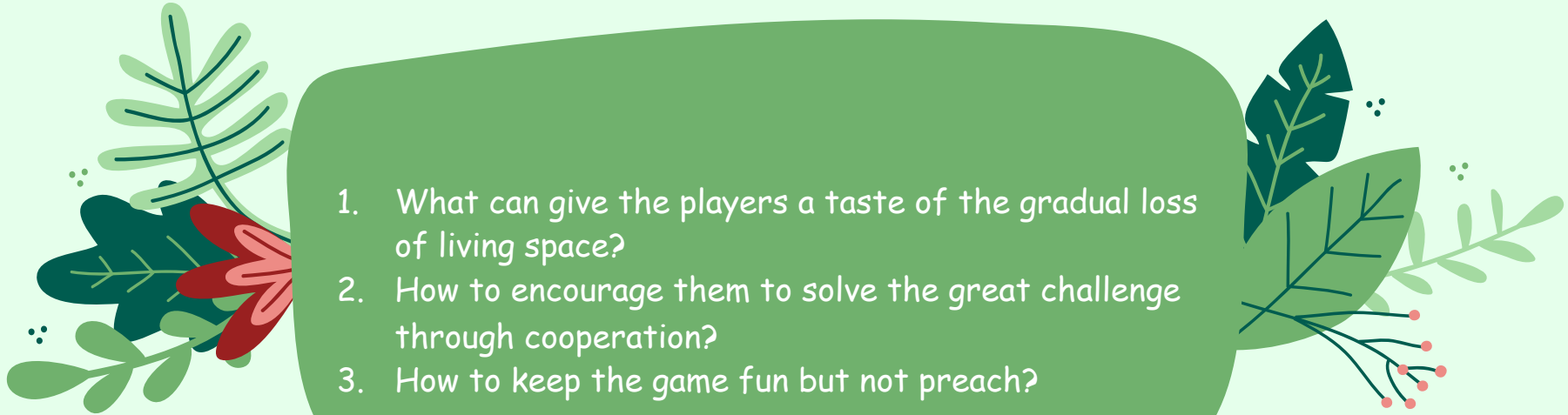
- *the Guardian*

Development In Action

From ideas to mechanics



Big Questions

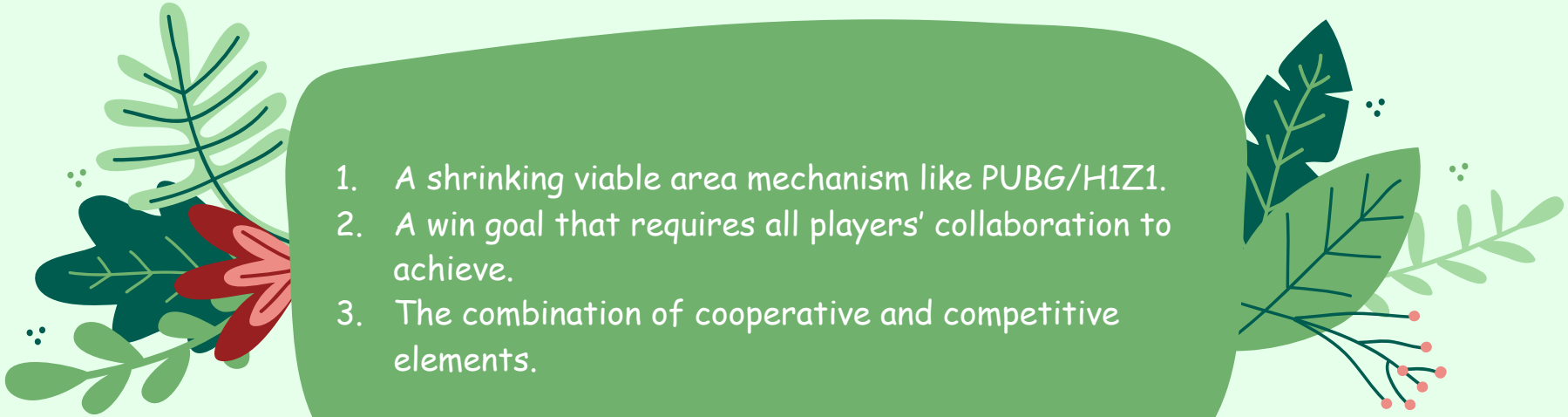


1. What can give the players a taste of the gradual loss of living space?
2. How to encourage them to solve the great challenge through cooperation?
3. How to keep the game fun but not preach?



Initial Thoughts

1. A shrinking viable area mechanism like PUBG/H1Z1.
2. A win goal that requires all players' collaboration to achieve.
3. The combination of cooperative and competitive elements.



	X1				X6	
Y1						
						
						
						
						
Y6						

Game
System

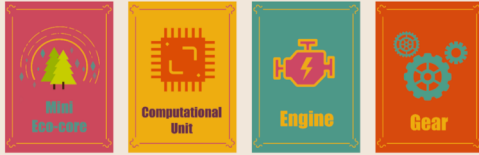


Card System

4 DIFFERENT TYPES OF RESOURCE TILE



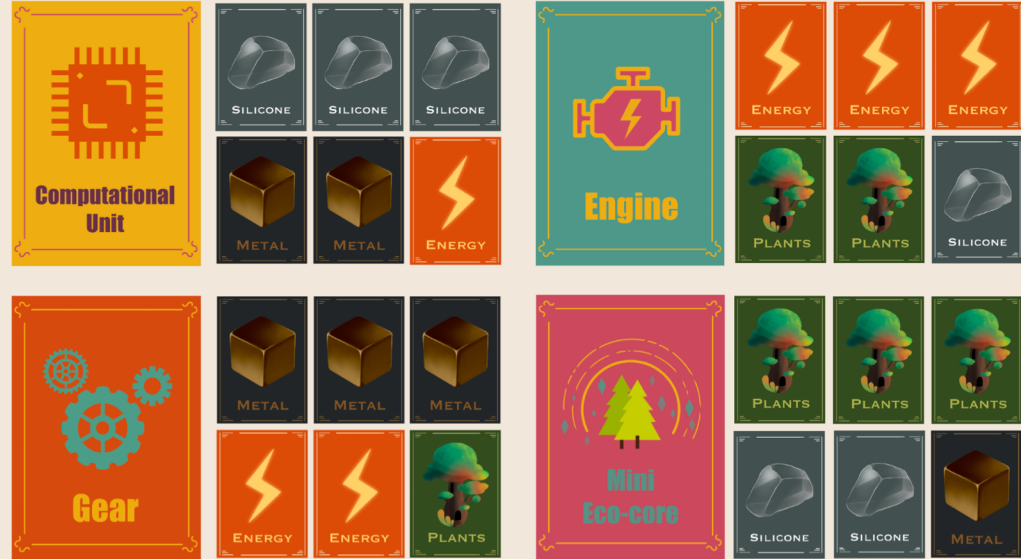
4 DIFFERENT TYPES OF COMPONENTS



DIFFERENT TYPES OF EVENT CARDS

- x4 - Move Two Steps (Sprite)
- x4 - Prevent a Single Player From Moving for 1 Turn (Travel ban)
- x4 - Recover 1 Flooded Tile (Artificial ground)
- x4 - Obtain 1 Free Resource Card (Gift of nature)
- x4 - Negate A Played Event Card (Firewall)
- x4 - Push Another Player Out Of The Way (Telekinesis)
- x2 - Roll the Flood Dice Twice Next Turn (Volcanic Eruption)
- x2 - Cannot Buy A Component Card For 1 Round (Choose Any Player) (Trade Embargo)
- x2 - Prevent All Players From Launching A Rocket For 1 Round (Air Traffic Control)
- x2 - Steal 1 Component Card From An Adjacent Player (Intellectual Theft)
- x2 - Steal 1 Component Card From the Stabilizer Pool
- x2 - Place This Card On 1 Tile To Prevent Other Players From Gaining That Resource (1 Round) [Monopoly]
- x2 - Stay Put For 1 Turn (Take a rest)
- x1 - Double The Resources For 1 Turn (Season of harvest)
- x1 - Teleport Any Player To An Open Point (Portal)
- x1 - Exchange The Component Cards of Any Two Players (Trouble maker)
- x1 - Move To The Center of The Map [Top of The Mountain]

Component Assembly



Winning Conditions

Country A



Country B



Country C



Country D

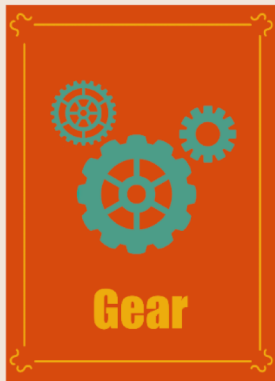
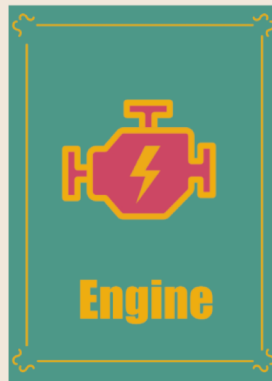
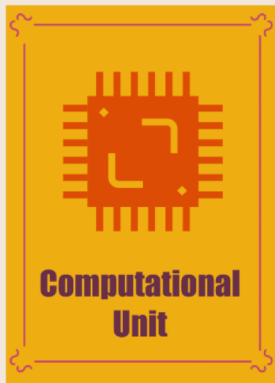


Any 8 components can build a stabilizer

Resource card



Component Assembly

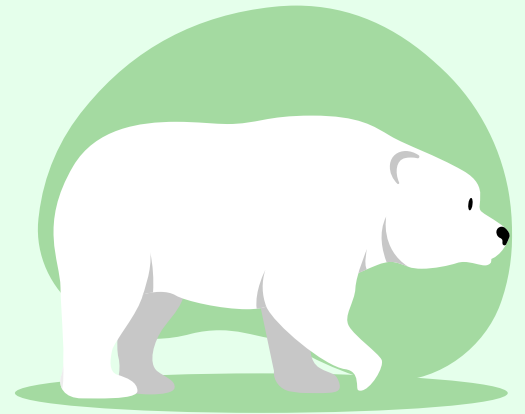


Event cards



Educational Starting Points

"a game is a set of interesting choices" - Sid Meier





Learning Objectives

1. Raise players' awareness about the global issue
2. Develop scientific knowledge about climate change
3. Learn the importance of collaboration to save our planet
4. Let players develop soft skills - effective communication, cooperation, decision-making, risk-taking, etc.



Thank you!

