

## **Human (Hominin) Evolution Board Game**

**Due Date: 4/7/20**

**Goal:** Develop a game that represents human evolution – ideally it is a game that can help people learn about human evolution.

**Format:** A game! This can be a board game, a card game, you could even do a video game, but I imagine that would take a ridiculous amount of time.

This can be a competitive game or a cooperative game. Up to you.

This game should be made for 4-6 players

**Teamwork Statement:** You MUST work in a group on this project. I recommend 4-6 group members.

### **Project Guidance:**

Basic Steps:

1. Play some of your favorite games with your group members and pay attention to the mechanics of the game and why you like it – use it as inspiration for your game design
2. Develop a goal for your game
  - a. Do you just want to survive the Pleistocene?
  - b. Do you want your players to become anatomically modern humans?
    - i. By achieving/collecting the hallmarks of modern humans?
  - c. Do you want to develop certain tool technologies or skills?
  - d. Want to outcompete other hominins? Maybe robust australopithecines could win out?
  - e. Are you a Neanderthal just trying to eek out a living or trying to interbreed with anatomically modern humans?
  - f. Other fun goals?
3. Develop rules for your game
4. Design a prototype
5. Play test...play test...play test
6. Make a polished version – just neat and clean relative to the prototype

There are lots of resources online on the best way to build a game. Here are a few:

1. <https://www.wikihow.com/Design-a-Board-Game>
2. Lots of videos: <https://stonemaiergames.com/kickstarter/how-to-design-a-tabletop-game/>
3. <https://geekandsundry.com/6-must-know-game-design-tips-from-the-creative-director-of-fluxx/>
4. <https://gamedevelopment.tutsplus.com/articles/how-to-learn-board-game-design-and-development--gamedev-11607>

5. <https://www.boardgamedesignlab.com/design-theory/>
6. <https://www.instructables.com/id/How-To-Design-Board-Games/>

**Things to Think about for Content:**

1. Who is your audience for this game? Adults? Children? College students? Think about your audience, and tailor your game for them.
2. Make sure you are accurately representing hominin evolution. The devil is in the details, get the details right!
3. Is the game easy to understand and fun to play? Is the goal clear?
4. **Be sure to include a Word document with all of the sources you used for this project!**

**Be sure to also turn in your self-reflection on this assignment!**

1. What did you learn?
2. What challenges did you face while completing this assignment?
3. How did you overcome these challenges?
4. How successful do you think you were with your final product?
5. What do you think you could have done better?
6. If you worked with a partner, was it successful? What were the advantages and disadvantages of working with a partner on this assignment?

I will be assessing you on how well you address the list above: “Things to Think about for Content” as well as how accurately you explain hominin evolution.