

Game Design Checklist

Fill in the form for your team's game.

Geographic Setting:

- Newport
- Aquidneck Island

System Focus:

- Education
- Energy
- Food
- Health
- Housing
- Tourism
- Transportation

Does the game:

Follow the Golden Rule?

- Yes
- No

How/why?

Reflect the Magic Circle?

- Yes
- No

How/why?

Have meaningful decision-making?

- Yes
- No

How/why?

Use engine-building?

- Yes
- No

How/why?

Contain elements of . . . ?

- Conflict
- Cooperation

How/why?

Challenge players to assess systemic environmental vulnerabilities?

- Yes
- No

How/why?