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<p style="text-align:center">Life among Lions</p>

Genre – Education

Theme – African/safari theme

Platform – PC, possibly Mobile

Peripherals – Mouse (Drag, drop, swipe, and click)

Intended Experience
To educate our young audience about lions, their habitat, and important of coexistence.

Context and Environment
The environment is the African savannah in Kenya, which is where the Lion Guardians are

situated. The Masaai tribe now serve as protectors to lions and help maintain the balance in the

environment and shows that coexistence is possible between beast and man.

Audience
The intended audience for this game is children ages 6 to 9.

Gameplay
The player controls a lion guardian, whose goal is to redirect herders from the path of the lions.

Players cannot change the direction of the lions. Herders and lions can spawn from any of the

four sides of the screen. Once a herder or lion spawns, a path will be drawn to indicate the way

that they will be moving in. Once the herder and lion reach the end of their path they are removed and a new herder and lion appear. The game lasts as long as the player can keep herders away from the lions and score is based upon how many lions and herders were kept safe.

Gameplay Example

Donald is a seven year old third grader. He has been learning about ecosystems at school and is interested in learning about the African savannah. He has begun playing *Life among Lions* to further his understanding. He starts up the game, where he is greeted with the rules necessary for play and begins. He starts in the center of the screen and notices that a lion is coming in from the top of the screen while a herder in arriving from the left. The path of the lion shows that it will be heading to south (bottom) of the screen. However, the lion's path intercepts with the herder. Donald springs into action and moves his lion guardian to redirect the herder to another direction. He is successful and prepares himself for the next herder to appear.