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EDG-220-01 Production 1
Project 2 – Team 3
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Sprint 1 Concept Research

Content Research – Lion Guardians

Overview

When researching, we focused on properly displaying the roles of Lion Guardians and the benefits of establishing a coexistence between the lions and humans in the conservation areas. We hope to create a game that would educate children between the ages of six and nine about Lion Guardians, their mission, and the tactics they use. Their mission being to help people coexist with the local lion population, through traditional African community values, science-based research, and valuing co-existence. Our research was primarily focused on the tactics used by the Lion Guardians and their tactics. Along with this we researched into why and what groups hunt lions. Finally we researched the learning capabilities of our demographic and how to best convey our message to them.

Understanding a Lion Guardian's Role

Lion Guardians are a group of 80 East Africans who work to actively protect lions in an area of about 1.3 million acres (5,500 sq. kms/3,417 sq. miles). They are founded on local values, community participation, and science. Their process includes recruiting young uneducated Maasai warriors along with other pastoralist warriors and then educate them on the skills needed to migrate conflicts between the wildlife and people, monitor the lion populations, and help local communities live with the lions. We plan to portray the work done the Lion Guardians by simulating some of the roles of the guardians, while also showing the reasons locals might act aggressively towards the lions, and vice versa in the case of the lions. We intend to show off the work of the guardians and the reasons for aggression by involving task the player

must do that come with a backstory that explains the motive of either the lion/lion hunter. An example would be at the start of a level the player is presented with a text box saying “a local herder’s livestock was eaten by a lion when it wandered from the pack, out of anger the herder has decided to hunt down the lion which you need to protect.” Following this the next level would have more poachers the player would have to direct away from the lion. Along with this we intend to use traditional African art styles to provide a look at African culture.

Designed to Help Educate Children about African Culture and Wildlife Conservation

As previously mentioned the intent of our game is to educate children on African Culture and Wildlife Conservation, as both are pressing and under taught subjects. The first method would be to display the intentions of the lion guardians by showing what they do in an easy to understand manner. The next method would be displaying the ability for coexistence between species as to show that what the lion guardians stand to achieve. Finally we hope to show what traditional cultural values the guardians implement in their work.

Visual Portrayal

Research shows children of this age enjoy bright colors and cartoon like art styles, due to this we intend take influence from popular mobile game art styles such as *Angry Birds* while incorporating art and colors from traditional West African art styles. The lions and herders will both be represented with figures similar to those in traditional African art.