Devon Roberge

Professor Wehr

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Life among Lions

Genre – Education

Theme – African/Maasai theme

Platform – PC, mobile

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

Intended Experience

To educate our young audience about the lion guardians, the Masaai culture, 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 between the people and lions in the environment. The guardians keep herders safe by informing them about the whereabouts of lions and direct them to safety. The lion guardians also stop poachers from hunting lions for sport. The lion guardians are proof that coexistence is possible between beast and man.

Audience

The intended audience for this game is children ages 6 to 9. The game will be marketed towards schools and the parents who are looking towards enlightening their children about the many different cultures in the world. Specifically in this instance, the Maasai culture and the lion guardians.

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. Poachers also have a chance of appearing and will attempt to kill any lions. When a poacher spawns, they will have a path that they follow like the lions and herders but will move off to go after a lion if it is close by them. The player can redirect poachers like the herders to keep the lions safe. The game is going to have time based missions that will task different objectives to the player per level.

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 to redirect the herder to another direction. He is successful

and prepares himself for the next herder to appear. However, a herder does not appear, instead it is a poacher who has targeted a lion that is close to his path. He moves to stop the poacher and is successful. The next level begins and Donald is tasked with stopping a group of poachers who are out on a hunting trip. In this mission, more poachers spawn than normal. Donald is able to hold off four poachers but one slips past and collides with a lion. This causes the round to end, and Donald's score is shown to him and is offered the choice to try again or return to the menu.