The Winterbourne Babysitter is a single-player web-browser-hosted game set in an allegorical fantasy village scene based on the winterbourne chalk streams. The village residents are made up of the whimsical biodiversity that can be found in such a place.

The game will employ the combination of two types of mechanics, resource management and questing. The quest mechanic will have the player either accept or decline different missions that relate to the gathering of resources. The resource management mechanic will test the player’s ability to take care of the village’s eggs in the nursery over the drought period. Each egg has a specific ‘comfort threshold’. Going out of this range can result in deadly consequences for the egg. The player needs to act accordingly by either warming up or cooling down the eggs when needed using their gathered sources. Yet, with a limited number available to them they might need to strategize and problem-solve on the fly.

The game is cyclical in nature, wherein it moves between drought and non-drought seasons. The game is meant to be played within 10 to 15 minutes and through this cyclical design, it gets across its message within the first few rounds as the player begins to battle the influence of climate change on the drought conditions. The primary objective is to ensure the survival of the community for as long as possible. The challenge however is the ‘dry’ phases will start to become longer, drier, more frequent, and less predictable over time with dangerous heat waves posing a threat to the community. The game aims to evoke a sense of concern and sadness and ultimately a desire for action in a player as they realise the inevitable result of the worsening drought periods on this community.

These are the main UNESCO ESD Competencies, UN SDGs, and guidelines that the game aims to facilitate, discuss, and adhere to. Players will come away from the game with an understanding of how these SDGs and climate change impact biodiversity in these chalk streams and what they can do to help support the research into this area. On the end-game screen, the game will promote the idea of contributing to the cause via research apps such as the dry rivers mobile app and by talking about it on social media by sharing the game itself.