Ecosystem Game Scratch Pad

Habitat Window

Update these bounds as you add each species. Valid ecosystem requires all ranges to overlap.

Dimension	Min	Max	Notes
Depth (m)			
Temp (°C)			
Salinity (ppt)			
Current (cfs)			

Selected Species (8 slots)

#	Species Name	Type	Provides	Needs	Eats
1		Producer		—	
2		Producer		—	
3					
4					
5					
6					
7					
8					

Calorie Totals

Metric	Value
Total Provided (sum of provided x population)	
Total Needed (consumers only: needed x population)	
Ratio (target >= 1.5)	

Food Chain Verification

For each consumer, confirm at least one food source is selected:

☐ Species 3 eats: _____ (in selection? Y/N)
☐ Species 4 eats: _____ (in selection? Y/N)
☐ Species 5 eats: _____ (in selection? Y/N)
☐ Species 6 eats: _____ (in selection? Y/N)
☐ Species 7 eats: _____ (in selection? Y/N)
☐ Species 8 eats: _____ (in selection? Y/N)

Final Habitat Selection

Pick values near the **middle** of each range:

Dimension	Your Value
Depth	m
Temperature	°C
Salinity	ppt
Current	cfs

Quick Reference

Three questions for each species (in order):

1. Does it fit the habitat window?
2. Can it eat something already selected?
3. Does it narrow the window too much?

Common mistakes:

- Picking apex predator first (narrow ranges)
- Adding carnivore before its prey
- Forgetting to update habitat window
- Not tracking calorie totals