**GAME DESIGN PRINCIPLES**

1. **The principle of progressive disclosure.**Instead of creating a big list of all the recipe instructions at the beginning of the game, it’s better to guide players through game-board with a series of discoveries

**DIETARY/NUTRITION RESOURCES**

* Fact: there are really many internet resources of information and advices for food/nutrition available and accessible by anyone (virtually unlimited variety and approached).   
  **Few may be eligible and valid** to be part of learning material for school kids