

# WEATHER OR NOT (haha get it like whether or not)

Game Title

Make the right weather in the right places before anyone else! Don't rain on anyone's parade HAHA

Tag line

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2/21/22

Designers

Date

## Snapshot

System to model: Weather patterns

Format: Competitive board game

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# of players: 2-4

Consequences illustrated: Different types of weather

Recommended ages: 9-99 lol jk anyone can play

interact differently, and where it starts affects its outcome

Play duration: 30-45 min

## Game Shape

### Sensation

Game as a sense-pleasure/emotion.

### Fantasy

Game as make-believe.

### Narrative

Game as unfolding story.

### Challenge

Game as obstacle course.

### Fellowship

Game as social framework.

### Discovery

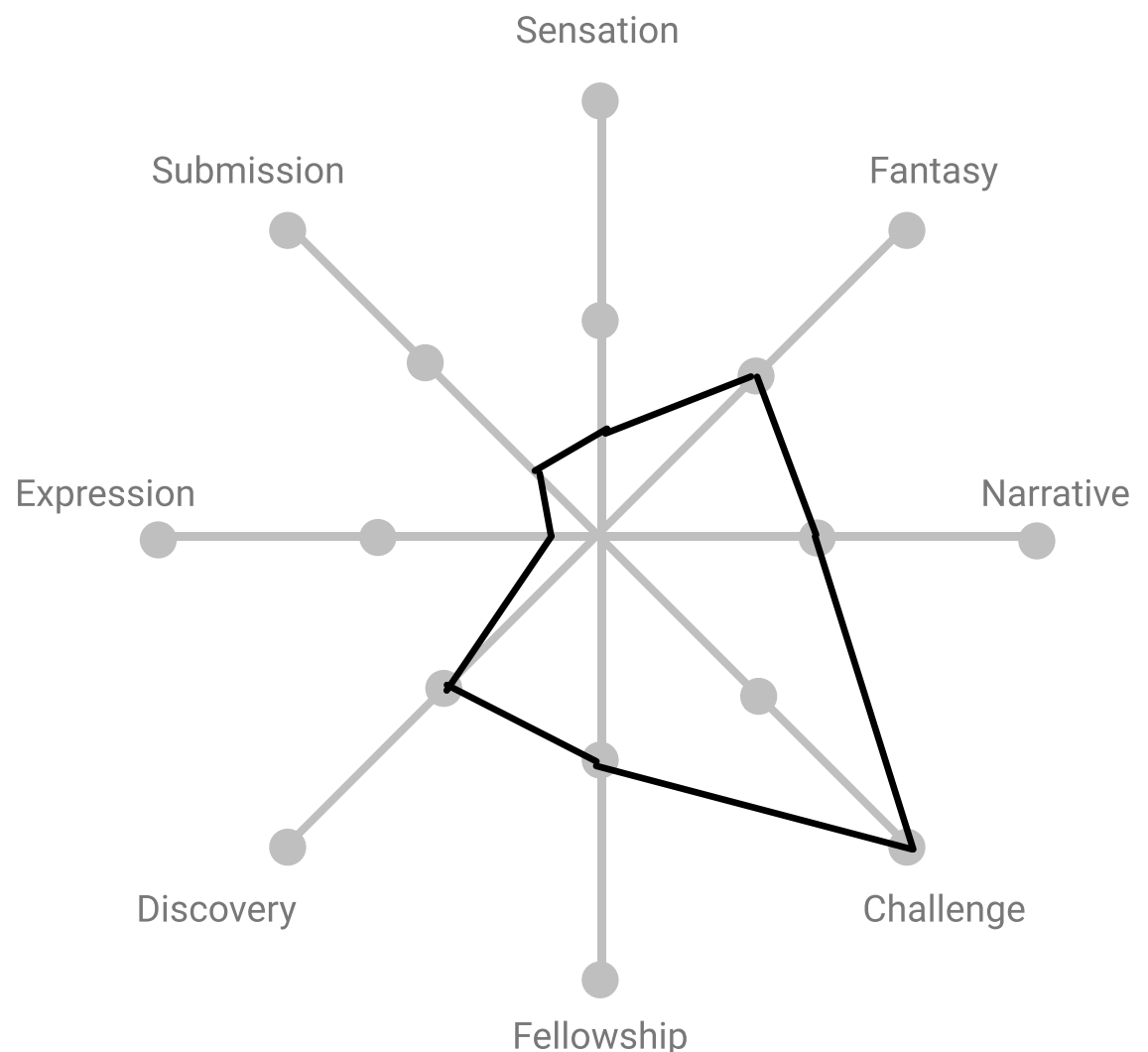
Game as uncharted territory.

### Expression

Game as soap box.

### Submission

Game as mindless pastime.

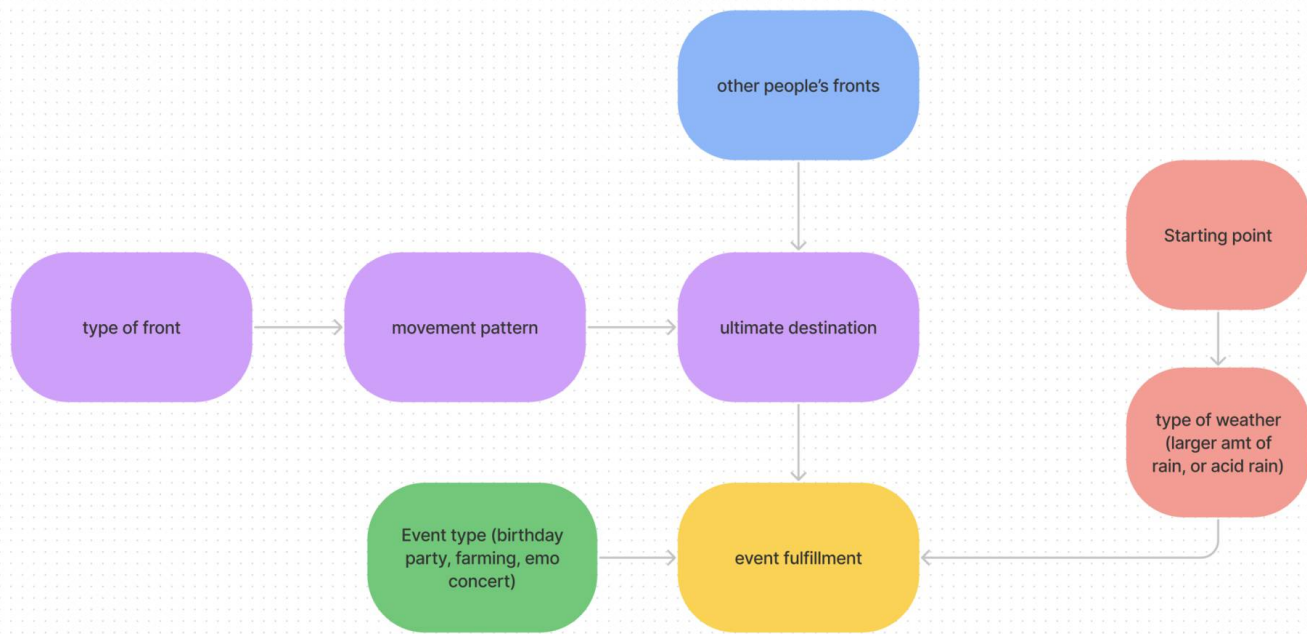


# Model of System

## Demographics - Who is this for?

People who want to learn more about the world around them

and people who want to compete with friends



What do players do differently after playing?

They know more about weather