**Project 2**

**Part 1.** Modify one of the games (*Evolution: The Beginning*, *Evolution: Climate*, or *Biosphere*) so that it better implements a key evolutionary or ecological concept to increase the educational value of the game. This can any of the be the following:

1. **Create new materials for the game**

Example 1. You could create new trait cards for *Evolution: The Beginning* or *Evolution: Climate*. As follow are few ideas for traits: mimicry, invasive species, feigning dead, stotting, camouflage/ improved eye sight, claws, gigantism, unstable DNA, rapid mutation, sneaker males, coprophagy

Example 2. Add biological diversity (i.e. plants or microbes to game)

Example 3. Add gameplay mechanism: add probability to binary outcomes (i.e. add a die roll and probability table to attacks in *Evolution* games)

1. **Modify game rules\***

Example1. Tweak rules to reflect different geological eras: adjust the number of traits each species could possess based on the survivability of the era: Great Permian Extinction—when many taxa went extinct--- or Cretaceous Period-- where many taxa radiated explosively.

Example 2. Natural selection: see example for Project 1

Example 3. Radioactive Atmosphere: Draw two cards for every species instead of 1

Example 4. In Biosphere, I changed the rules so that players increase their lifespan in the habitats by two units (of user’s choice) at start of game. This change speeds up the game and gives players strategic direction.

Example 5. In Biosphere, I selected only the goals that casually made ecological or evolutionary sense.

1. **Change the names of components or game actions\***

Example 1: I changed the name of the ‘Evolution Track’ in Biosphere to ‘Epigenetic Interactions Track’ because the original name made little scientific sense.

\*should require, at minimum, of two hours of thought/work

**Part 2.** Critique any scientific and game play limitations of your modification.