PART I: ANALYZING THE GAME

Lemmings

The goal is to guide at least a certain percentage of the green-haired, blue-robed lemmings from the entrance to the exit by clearing or creating a safe passage through the landscape for the lemmings to use. Unless assigned a special task, each lemming will walk in one direction ignoring any other lemming in its way (except "Blockers"), falling off any edges and turning around if they hit an obstacle they cannot pass.

A lemming can die in a number of ways: falling from a great height, falling into water or lava, disappearing off the top or bottom of the screens, being caught in a trap, being assigned the Bomber skill.

There are eight skills that can be assigned: climber, floater, bomber, blocker, builder, basher, miner, digger.

- What verbs are used in the game?

- Can you think of any other relevant verbs or dynamics that could have been included in the game?

- What messages does the game communicate or what values it embody?

PART II: MODDING THE GAME

Look at your Problem card. We have given you an issue, a scenario, and a story. You can choose any of these as a starting point for your modded game. Redesign your assigned game so it is about the problem. Do this by using a different set of verbs that reflect the values of your group.
Consider how the gameplay can offer possible solutions to this problem.
Alter or add new visual elements as needed.
Your finished game should play very differently than the original!
Questions to consider:

- What are your group's values?

- What are some verbs that reflect those values?

- Who are the characters involved in this problem?

- How do they interact with each other?

- What is/are the player's role(s) in this problem?

- What is the goal of the game?

- Is it a collaborative game or a competitive game?

- Is it a multiplayer or a single player game?