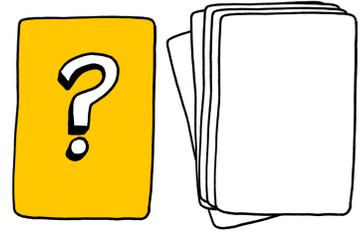
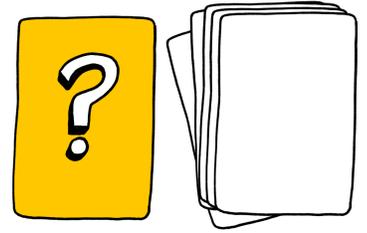


Game Design Steps



1. Learn as much as you can about the Human Cell Atlas. It may help you to look at the **Tissue Sheets** and watch the videos from HCA researchers on the Little Inventors YouTube channel.
Visit hca.littleinventors.org challenge page for more information.
2. Get into teams and decide on your individual roles. Discuss your strengths and weaknesses.
3. Decide on a theme/story for your game that is inspired by human cells or anything about the Human Cell Atlas.
4. Using the **Idea Generation Sheets** to guide you, discuss, write down and draw your game ideas in your team to come up with a card game that is fun to play and that also helps teach players something about human cells or Human Cell Atlas.
5. Design how the cards will look and think about the box design. You will need to work as a team to work out what important words and images need to be on the cards and the game box.
6. Fill out the **Entry Sheets** neatly in order to enter your card game into the competition and share your idea.
7. Upload your Entry Sheets to the website - hca.littleinventors.org

Game Design Top Tips



Take your time! Good design takes time and don't worry if you don't come up with your best idea straight off. Keep working at it and testing out your ideas.

Think about other games you've played before and what you liked and disliked. You can borrow ideas from other games without copying exactly.

Work together with your team. The more you listen to each and work together the better your game will become. Don't assume your idea is always the best one!

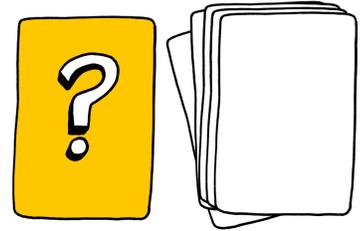
Think about ways players can interact with each other, this makes it more fun and makes sure no one gets left out.

Give players a choice. Maybe they can choose between which cards to play or what to do on each round. This makes sure the game is fun to play everytime.

Test your game out by acting out mini game scenarios. You could make prototype cards and see if your ideas work or need some refining.

Have fun and get creative!

Tips on incorporating the science



Starting points for game ideas:

What makes different cell types different?

Do any of the cells or tissues in your game have special features or super powers?

Which cell types are shared between tissues and why are they found everywhere?

Do any of the cells or tissues in your game have to work together to achieve a goal (e.g. to make an organ work correctly)?

Do any of the cells or tissues in your game need to be physically close together, or do they need to join together to form particular structures to work?

The Human Cell Atlas is looking at all tissues in the human body – does your game cover the whole body, or do you want to focus on particular organ system(s) or an individual organ?

The Human Cell Atlas is exploring how tissues / cells change with age.