

# Team Roles

Discuss with your team your strengths and weaknesses and assign a role to each person. You can make up additional roles if there are more people, or assign more than one role to a person if there are less than four on your team.

Name!  
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## Experience Designer

You are in charge of coming up with the story of the game, using what you learnt from Richard Heayes the games designer to help you.

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## Copywriter

Your role is to think of the name of the game and way of explaining what the game involves that will make people want to play it.

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## Lead Scientist

You will need to have a good understanding of the Human Cell Atlas project and how your game can teach people about human cells and tissues.

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## Lead Artist

Your role is to come up with the look and feel of the game. A good game needs to be eye catching to make people want to play it but also clear so everyone can quickly understand the information they need.

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Space for another role



# The story

## Experience Designer

What is your game about? Where is it set? Are there any characters in the game? Do players work together, battle or trade?

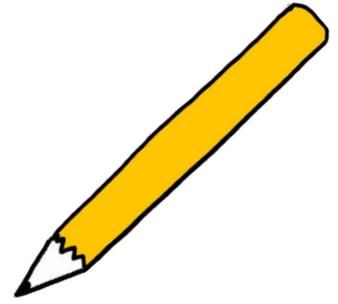


Use this space to help you come up with ideas

A large, empty rectangular area with a thick, hand-drawn yellow border, intended for writing ideas.

# The overview

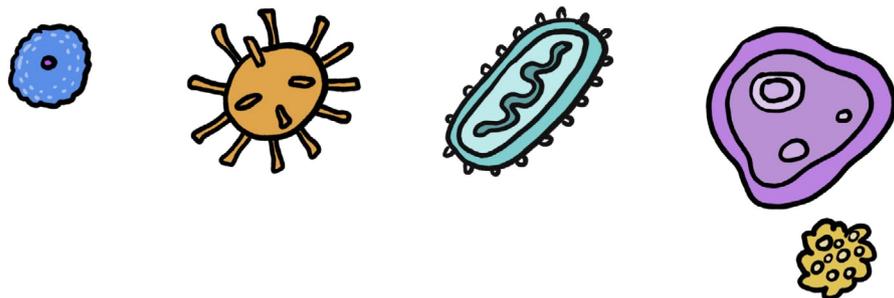
## Copywriter



What is the name of your game?

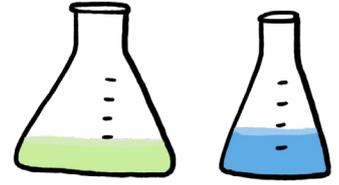
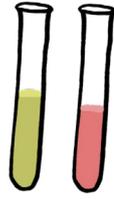
Create a catchphrase for your game. e.g. Easy to pick up...impossible to put down!  
You might want to put this on the box of your card game so people instantly want to play.

Give a brief description of your game idea. Try to write it in just one or two sentences.  
This should give the player an idea of the concept of the game. e.g. Describe as many words as possible in 30 seconds!



# The science

Lead scientist



What will someone learn from playing your game about the Human Cell Atlas?

What tissues and cell types are included in the game?

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

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)?

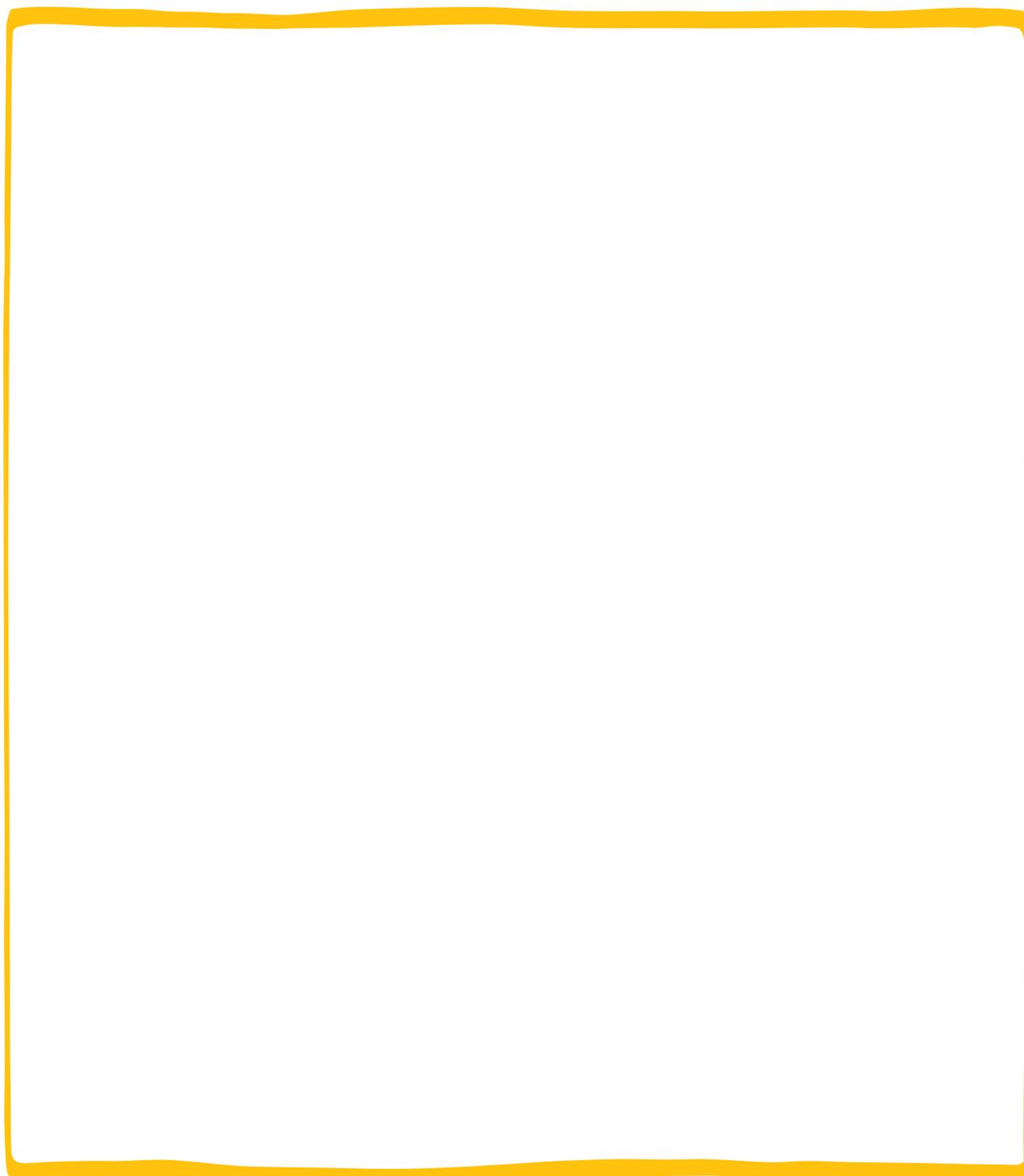
Do any of the cells or tissues in your game need to be physically close together, or do they need to join together to form particular structures to work?

# The look and feel



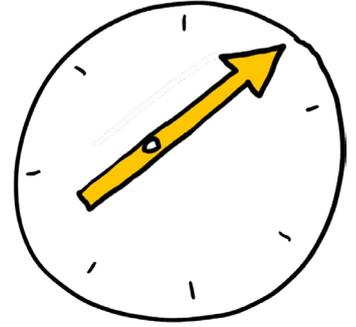
## Lead artist

Use this space to sketch your cards and work out how they may look before drawing them neatly on the entry pack. Think about the design of the box and what some important cards may look like. You can use extra pieces of plain paper if you need more space.



# The rules

If you're working in a team this is the time to come together to come up with the rules of your game. These are very important to help someone understand how to play your game.



How does someone win the game or how does it end?

What does a player do on their turn?

Is there anything players aren't allowed to do?

Are there any special moves or cards?

Is there a limit on how many cards or sets you can have?

Is there a time limit? Think about any other rules that may be important!