

HELLO, HERE IS THE LINK FOR THE ZOOM CHAT  
ON MONDAY, 6th APRIL at 11.20 am (20 minutes) (don't connect earlier please)

<https://us04web.zoom.us/j/139366086>

TEAM 2 : Black / Panther / Coconut

**Write below your ideas on the game you want to make in your team :**

- The game should be a board game / a card game
- It has to be related to science

**Discuss all together**

### **PANTHER TEAM**

#### **-The Jungle**

The Jungle is a game where we are in a laboratory in the mid of the jungle. In the game you are scientist, and one of your laboratory animals have escaped. You must answer some questions. If you answer that questions right, the panther goes back, but, if you answer wrong, the next we will continue.

This is a great idea! We suppose it is a board game then? I guess the panther is an example, we have questions about animals and if we answer correctly the animals return to the laboratory, and if we don't maybe even more animals will escape and we'll have to answer all questions right in order to win. Questions have to be difficult and scientific about the animals, and if we answer right we can move forward to the next square, and the final square is the laboratory. If we answer wrong, we move backward to the previous square and the last square is the end. More the questions are hard, more we'll jump squares.

I love you're idea ,it's very functional and it would work perfectly i think.we still put our idea , since we haven't do it yet (sorry), but your idea would really work, but instead of focus only on animals we could do some question about other things, always about science, some kind of bonus questions to raise the difficulty of the winning. And then continue with the rules that black team wrote.

That's a great idea ! what more we must to do? how can we organize?

### **COCONUT TEAM**

**(we are really sorry that we haven't put our game ideas on the website, still we should do it as soon as we can. we apologize)**

## **-The jenga**

The jenga, even if i think that you already know that, is a game based on a tower composed by little wooden log. The rules say that you should take out one of these at time, one for every player or group until you destroy the tower, but we wanted to change the rules a little bit.

The game could become a point game and instead of leave the pieces of wood empty, write questions or something similar, obviously always based on science and if you don't answer correctly you give a point to the other groupe, and so the game end with the destruction of the tower.

We think this is even a better idea, we could use the Jenga game with scientific questions about several subjects, and the first one who answers wrong has to remove a piece of wood and has to put it on the top of the tower without making it fall. As the game lasts, the difficulty would raise with harder questions and 2 pieces to remove if you answer wrong. On the contrary, if you answer the question correctly the next player has to play 2 cards. The questions would be a multiple-choice questionnaire and when the difficulty raises the questions will be open.

Thank you for your participation!