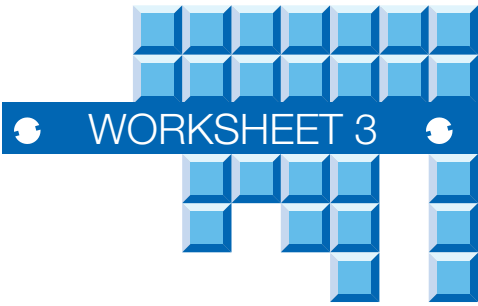


LAWS OF THE JUNGLE



As long as there have been predators, there have been prey. The predator-prey relationship is a key part of an ecosystem and helps keep it in balance.

You can apply the laws of nature to a game. Just like in the jungle, games can feature predators and prey. You could create a game where the player is the predator hunting its prey, or where the player is the prey and tries not to get caught. Either way, it's a challenge!

Use the charts below to set up your own "jungle" scenario. Write out the characteristics and attributes of your game's predators, prey, environment, and ecosystem. Determining these basic components of your game is key to creating a realistic experience for the player.

PREDATORS

PREY

ENVIRONMENT

ECOSYSTEM

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