



Game Design Prompts

www.7generationgames.com

Maria Burns Ortiz

maria@7generationgames.com

(260) 402-1172

Co-Founder and CEO, 7 Generation Games

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: Click an animal and video plays explaining its uses to the Maya.

An educational activity we could add is

GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The Lakota's uses of buffalo.

Something from our culture that I think would be cool to include in a game is



GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: The chutes and ladders game in Making Camp Dakota.

A mini-game element that I think would be fun to include is

GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Example: Making Camp Dakota's storyline is about going to a powwow.

The storyline for this game should be



GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)

GAME _____

Free Card: Any other ideas or suggestions (This can include art style, character information, ideas that didn't fit the other cards' prompts, any other ideas you have. No idea is too wild.)