# Day 1 Agenda (Monday/Tuesday – 5/4-5/5)

- All:
  - Complete your Board Game Evaluation Form by comparing your review to a previously published review.
  - Content - Review classification of matter (with special attention to mixtures and solutions)
  - Content - Properties of Solutions
  - Content - What Makes Water Special
- Designer:
  - Research some of the game mechanics used in some of your group's favorite games. Are there any of these you might want to use in your game?
  - Compile a short list of game mechanics that you might be able to use in your game
- Illustrator:
  - Begin sketching some initial art for your game. All you are trying to get on paper right now is a general aesthetic
  - Work with the developer on this!!!
- Developer:
  - Start brainstorming a theme for your game. Your game can be themed around virtually anything, ALTHOUGH you will need to work with some other members of your team
  - Work with the Illustrator: What theme can you develop that works well with their artistic style?
  - Work with the Scholar: What content is your group considering covering? (This may constrict your theme choice a bit.)
- Scholar:
  - Start picking learning objectives for your game. You might have to research a bit ahead of the rest of your group and preview some of the other upcoming content in order to be able to make a wise decision. You should pick your learning objectives soon so that your group can begin focusing on them.
- Editor:
  - Begin reviewing some rule books of previously published games. You will find MANY rulebooks for different games that are freely available online. What aspects of the rules that others have published are good? What could use improvement? How will you work to ensure that your rules are clear, understandable and concise?