

Pedagogical Toolbox

Gameplay tools

Game mechanics: Resource collection

Explanation of the mechanics

The objective of the players is to accumulate resources/information, to exchange for other resources or to achieve victory.

For example, starting from a detective story of discovering a culprit, the game could provide for the granting of information for each test passed (such as a question on a specific topic).

The information provided may be physical characteristics of the culprit: eye colour, hair colour, yes/no beard, yes/no glasses, etc. The more information the players can collect, the easier it will be for them to discover the culprit among a series of possible characters provided.

Who is the culprit?

