A collaborative game to learn computer science

<system overload>

Un juego colaborativo para aprender ciencia de computación

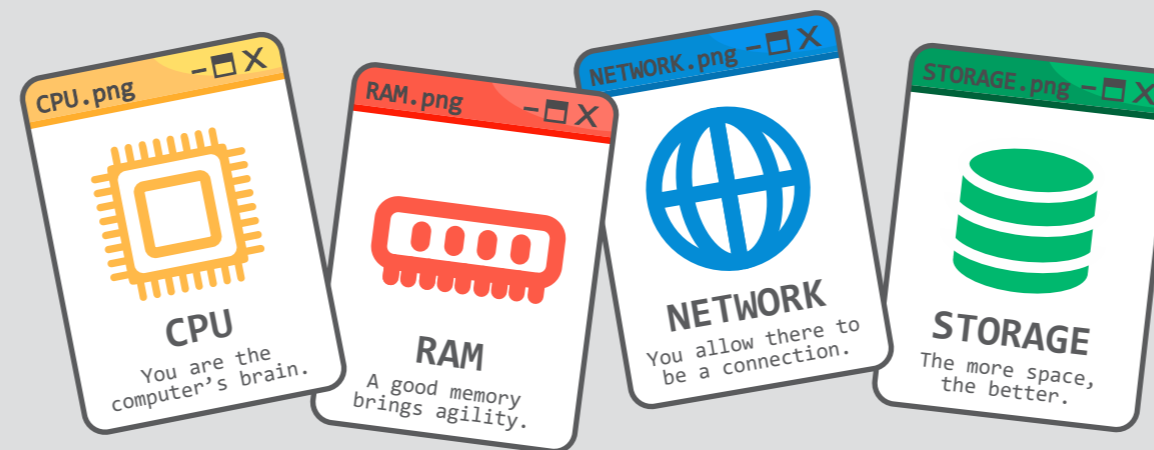Um jogo colaborativo para aprender ciência de computação

4   8+   30min-1h

The game **System Overload** simulates the behavior of an operating system.
It is a collaborative game where players lose if there is an overload in
the system and win if they pass 5 turns without causing an overload.
Each player takes on a role: CPU, RAM, Storage, or Network.

CPU.png — □ X
CPU
You are the computer's brain.

RAM.png — □ X
RAM
A good memory brings agility.

NETWORK.png — □ X
NETWORK
You allow there to be a connection.

STORAGE.png — □ X
STORAGE
The more space, the better.

El juego **System Overload** simula el comportamiento de un sistema operativo.
Es un juego colaborativo en el que los jugadores pierden si hay una
sobrecarga en el sistema y ganan si logran pasar 5 turnos sin causar una
sobrecarga. Cada jugador asume un rol: CPU, RAM, Almacenamiento o Red.

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