

Ecosystem Game Scratch Pad

McKinsey Solve - 35 min time limit

Key Rules

Eating Order: Species with highest Calories Provided eats first. Food source's Provided decreases permanently.

Survival: Calories Needed must be met AND Calories Provided must remain > 0 .

Terrain: Only Depth/Elevation and Temperature typically matter.

Habitat Window

Dimension	Min	Max
Depth (m)		
Temp (C)		

Selected Species (sorted by Calories Provided - highest first)

#	Species Name	Provided	Needed	Eats
1			(producer)	
2			(producer)	
3				
4				
5				
6				
7				
8				

Eating Simulation

Walk through in order of Calories Provided (highest first):

Eater	Eats	Food's Provided - Needed = Remaining
	- =	
	- =	
	- =	
	- =	
	- =	
	- =	

Survival Check

- All consumers' Needed met?
- All species' Provided > 0?

Dead End Recovery

If simulation fails:

Problem	Fix
Predator consumes prey entirely	Swap for predator with lower Needed
Producer exhausted	Add second producer or swap herbivore
Species eaten before it eats	Needs higher Provided (eats earlier)
No 8 species fit window	Try different anchor producer

Final Habitat Placement

Pick **middle** of each range:

- Depth: _____ m
- Temp: _____ C