



**If You had a chance to  
contribute to a new game  
design, what it would be  
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I would try to make the game an indoor game and a group activity.

Important that at night the leader plays mysterious music

I don't know

I wouldn't change anything

Maybe some new special rules

In games, it's important to me that the mechanics are simple. That it's easy to explain the rules to beginners.

The game is about learning through play.

Children move on the board and complete simple tasks about emotions, thinking, and cooperation.

What is important:

learning to understand feelings

making simple decisions

helping and working together

building confidence

The goal is not to win alone, but to learn and succeed together.

I would like to bring up a game where bringing young people from different countries (in a board game youth exchange aka Gamification) together which doesn't require deep knowledge of other languages.

I'd do a First person version of it since the base game is MMORPG

Була би цікавою гра, де гравці могли б виконувати маленькі завдання, збирати предмети або проходити випробування, а результат залежав би від спритності та кмітливості.

No plans

This game is a social card game inspired by two my favourite games Alias and Durak, but instead of simple words or numbers it focuses on life situations, emotions, and human roles. Players interact by explaining how they would react to different situations rather than just naming or guessing words. One player presents a situation, and another must respond by explaining their thoughts, emotions, or actions from a specific role or emotional perspective. If the explanation feels weak or unconvincing, the player "loses" the round in a way similar to taking cards in Durak. If the response is strong, the turn passes on. The main idea of the game isn't competition, but communication and reflection. It encourages players to talk, listen, and understand each other better, turning memories, feelings, and personal experiences into the core of the gameplay and also will help to introduce each other and find common interests.

I think it could be a better version of "Soup", with better rules. For example, if you catch someone and guess his/her name- you must say 3 charecteristics about this player, whether physical or mental.
Sadarbiba ar npc atvertaja mapē un masinu modifikacijas
-
this game doesn't need any changes
I would loveee to contribute to some sort of creative game,for example,something like Dixie (unfortunately I don't remember the exact game),It is a game with colorful and creative cards. And I want somehow to contribute to something similar. I want it to somehow involve person's imagination
No, game design doesn't matter. When people write interesting words on a paper, then the game is really interesting
The game would most likely be similar to the one I described, but there would be many more options than just selling streets.
Ich würde ein Spiel entwickeln, das klassische persische Elemente mit moderner Technologie verbindet (z.B. AR-Haft Sang). Wichtig dabei ist die Förderung von Teamarbeit und der Erhalt kultureller Identität
I would make detailed character cards that show not only the image and name, but also the actions the character can perform during the game.
I would probably add some conditions under which the "catcher" cannot transfer his role to you. But otherwise, I find it all very amusing and satisfying.
ich würde sehr drauf achten das viele mitspielen können und aber auch das es jeden spaß macht und es nicht schnell langweilig wird.
I would make a game that helps people from different cultures connect.