Game Concept: "ClueCascade" is a multiplayer online guessing game where players compete to guess a word or phrase based on progressively more specific clues. The game combines creativity, wordplay, and quick thinking in a fun and challenging environment.

* A game where you compete against other players to guess something based on vague clues about the subject that get more specific the longer you wait. Similar to Skribbl
* There would be multiple categories to compete in and each would be automatically filled with information (clues, etc.) by chatgpt.

Game Rules:

1. Lobby Setup:

* Players can create a game room or join existing ones.
* Each room can accommodate a set number of players.
* The game starts when the room reaches the player limit.

1. Round Structure:

* The game consists of multiple rounds.
* In each round, one player is selected as the "ClueMaster."
* The ClueMaster's role is to provide vague initial clues about the word or phrase.

1. Clue-Giving Phase:

* The ClueMaster starts with a vague description of the word or phrase.
* A timer begins counting down.
* As the timer progresses, the ClueMaster provides more specific clues.
* Players must guess the word or phrase based on the clues given.

1. Guessing Phase:

* Players submit their guesses during the Clue-Giving Phase.
* Correct guesses earn points for the guessing player and the ClueMaster.
* Incorrect guesses result in point deductions.

1. Scoring:

* Players earn points based on the timing of their correct guesses.
* Points are awarded to the guessing player and the ClueMaster.
* Points decrease as the timer progresses and more specific clues are given.

Game Mechanics:

1. Progressive Clues:

* Clues start vague and gradually become more specific over time.
* The ClueMaster must balance providing clues that are not too vague but not too revealing.

1. Timer Mechanic:

* A timer counts down during each round.
* The timer creates urgency and challenges players to guess quickly.

1. Communication:

* Players can chat in a text-based chatroom.
* Optionally, you can implement voice chat for real-time communication.

1. Leaderboards and Rankings:

* Keep track of player scores and display leaderboards.
* Rank players based on their performance.

Features:

1. Customization Options:

* Allow players to customize their avatars, in-game names, and room settings.
* User Accounts and Progression:
* Implement player profiles with levels and achievements.
* Unlockable content and customization options as players progress.

Social Features:

* Friend system to connect with other players.
* In-game messaging for player interaction.