Build a toy first → week 1 → Prototype 1

A toy has no Goal

A toy has no Rules

A toy Allows for free play

The most obvious Idea Seems to be a ==virus creation==
Sand box.

mixing and matching various elements to create unique
viruses

To keep the play fun → keep it non-Scientific with
Elements of discovery $ Surprise

with each new element the number of Combinations would
multiply exponentially. This is an Issue

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3:35 pm

created a ==git== project and learned that the themes are
not mandatory.

And after Further Consideration, I am not sure how fun it
would be to mix and match a handful of blank elements
with that I am now going to See if i can recreate the
basics of "==Marbles==" in unity.
  (a game i enjoyed as a child)
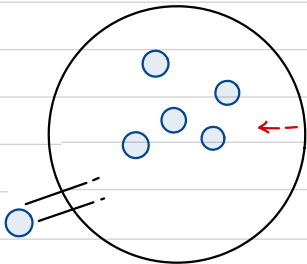
lauch a marble and hit the
marbles in the ring, kind of
like pool

After following a handful of ==drag and Shoot== mechanic's
tutorials online

I was able to recreate a rudimentary
version of marbles.

working ==without "Bolt"== seemed
challenging and hindered experimentality.
for the first time in almost a year
I had to rely so heavily on online
resources.
Regardless, there has been significant
improvement in my coding knowledge
than before (Before "Bolt")
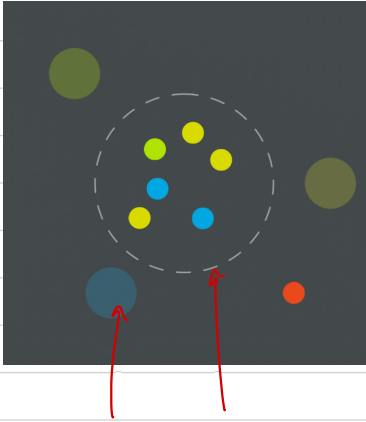
These elements are designed Solely for the purpose of
==emergent gameplay.==
Players might try to move marble out the middle ring
or they might try to move them on the corresponding
colored regions.

And the Simple mechanic of launching and bouncing
marbles off each other Seems to be atleast Somewhat
`Fun'.

At this point I am Compelled to Imagine a game but
perrhaps I Shouldn't.