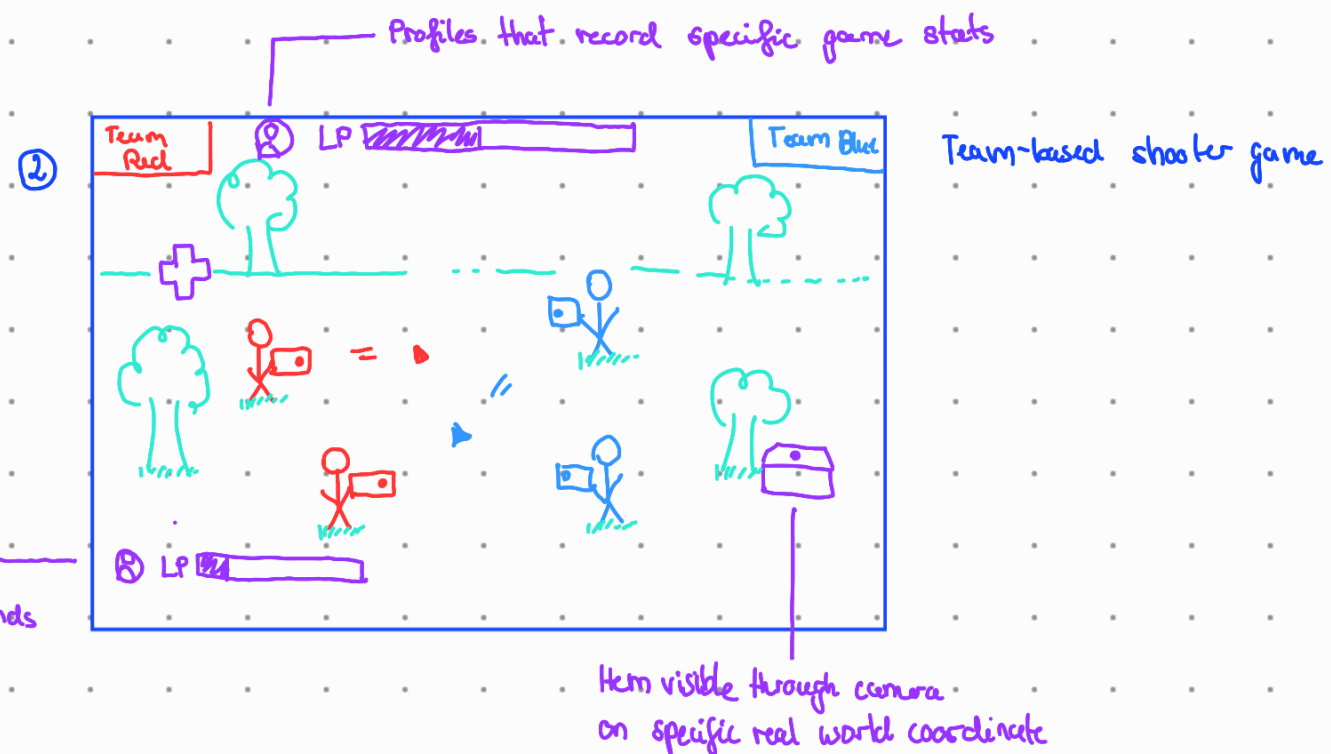
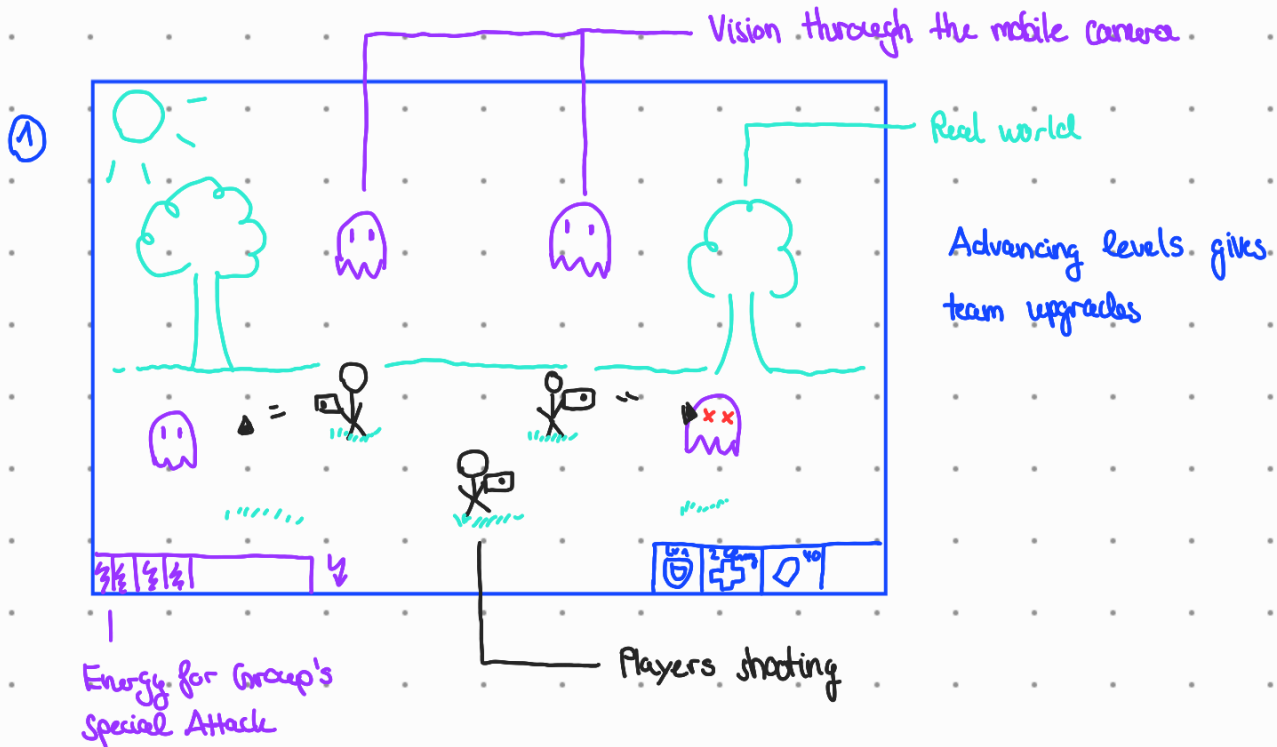
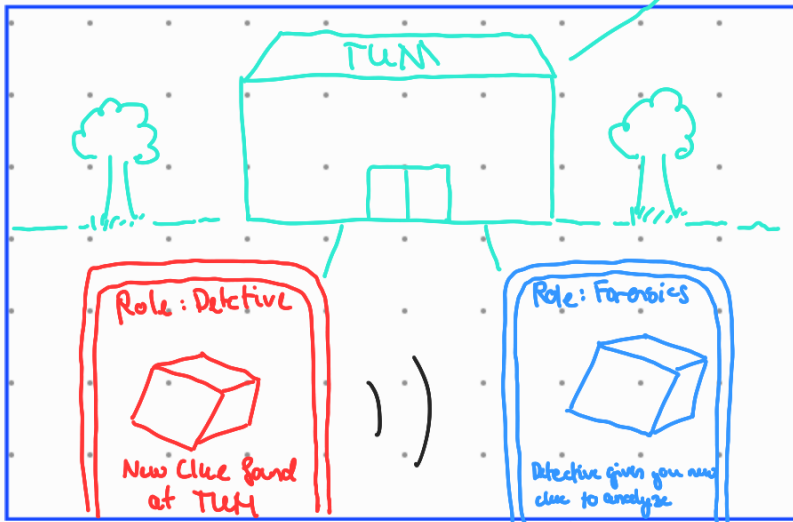


10 ROUGH SKETCHES



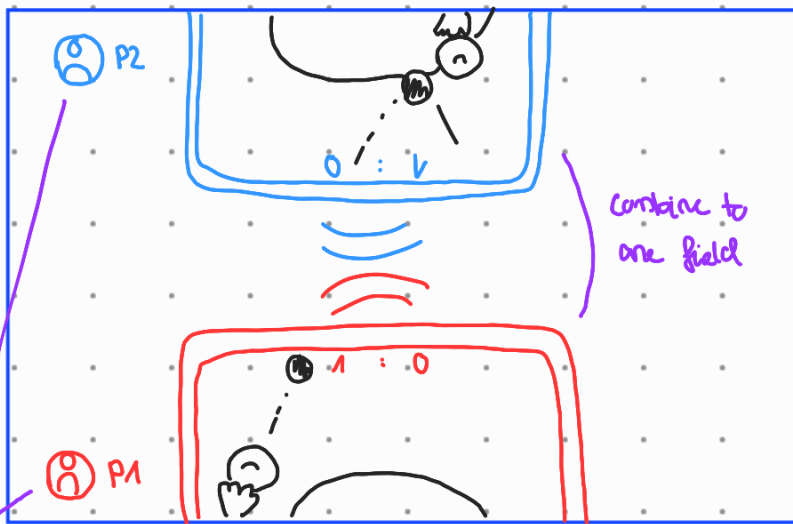
③



Detective-Mystery-Game

→ All the levels they have solved with a specific person should be recorded

④

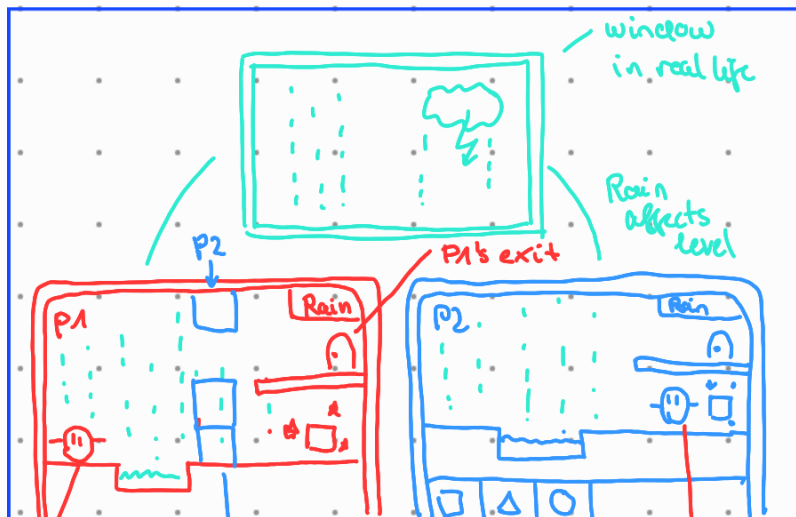


Air-Hockey Game

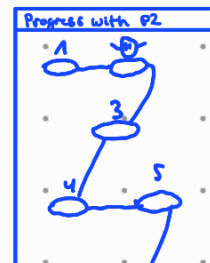
- Everyone has profile and friendlist where they can see how many matches they have played against a person etc.

Profiles + Friendlists
which saves specific information e.g. winrate

⑤



Platformer-Building-Sandbox-Thingy (?)



Levels cleared with friend are tracked

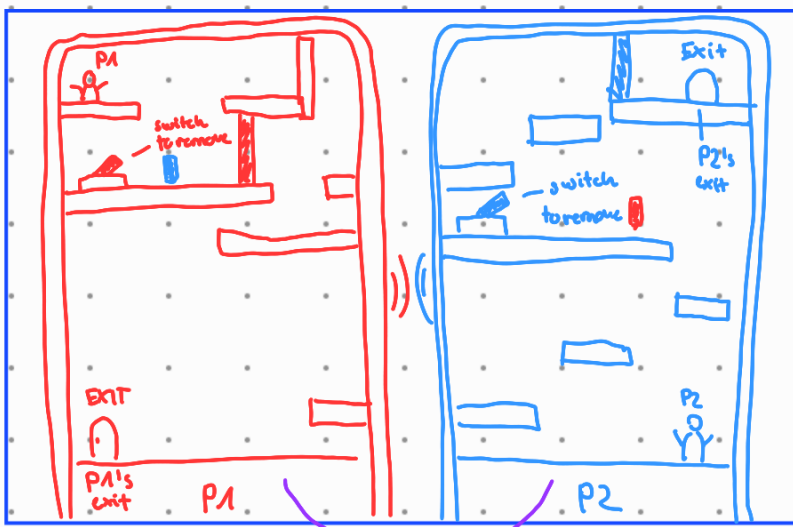
Character P1 controls

P2 builds a path for P1

P2's toolbox

P1 collects parts for P2

⑥

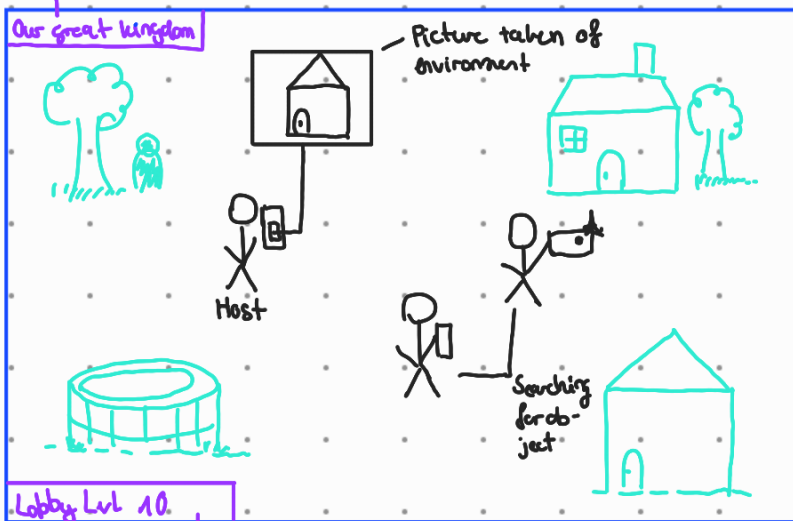


They have to work together to reach their exit
Levels cleared with friend are tracked as e.g. in ⑤

Lobby name

Combine to one level

⑦



Party-Game

The lobby can level up the more members play together
The higher the level the more members they can add

Weather real world

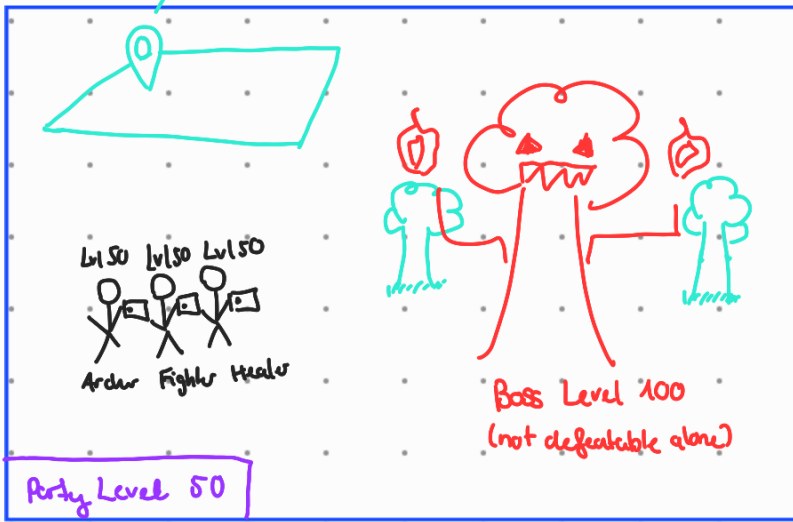


⑧



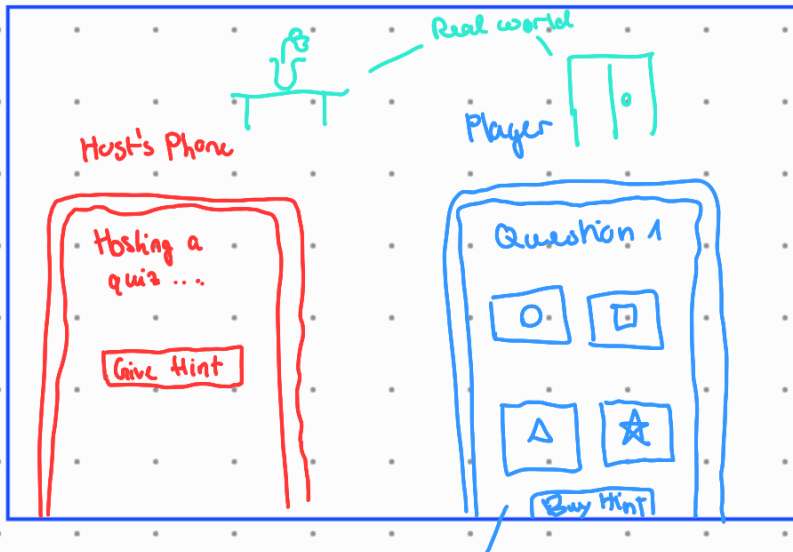
Build small island civilisation together
Progress (the island) is stored on both devices

9



Multiple people to defeat them and get treasure drops!
You can trade items with friends in your friendlists

10



Quiz-Game

By clearing quizzes player get friendship points with host to buy hints from them

Player have to look for clues in real world to solve questions