

Just like Cards against humanity.

Players are in 1 game at a time. They must leave their current game to join a new one. Games can last for days or weeks, since gameplay is async.

1. A question card is played at random (later is will be decided by an LLM)
2. All players are notified it's their turn to play.
3. Players login to the game and play one of their answer cards.
4. When all players have voted, All players are notified they need to vote on the cards.
5. Players login to the game and the answer cards are revealed
6. The answer cards have a 1-10 starts rating on them and controls to vote something as offensive or just not good.
7. Once all players have voted. All players are notified it's their turn to play.
8. Players login to the game, are shown the winner of the previous round, and then shown the new question card.
9. The loop continues.