Descriptions: We have narrowed down our use case analysis and card game design to the scenario of users playing on the plane during their flight. All we have done is to illustrate on this use case as this analysis can be duplicated to infinitely many other scenarios with some minor modifications. There is a big room for our designed card game to scale up.

Future plan: Prototype → Pitch to SG Airline → Partnership with SG Airline and Scoot Airline and other possible airline companies → Collect user feedbacks → Prototype again → Loop until confident to launch to targeted SG market(Travellers who travel to SG) first → Expand market to other countries

Core Architecture (common packaging)	Playing rules, Playing sequence, Card game physical components

Derivatives	Play in different location	Number of players	Game playing context	Partnership
Current combination	Flight	2	Singapore	Singapore Airline
Derivative possibilities	Hotels	2 to 4	China	China Airline
	Restaurants	2 to 5	Any other cites	Travelling agency
	. . .	. . .	Any other countries	Shops in airports
				Souvenir shops
	Anywhere	Up to number of character cards	Any other destinations	
Things to modify	Modify stabilizer	Increase number of characters	Change flavour text on "cash card, character cards, attraction cards, action cards"	