This game takes a screenshot and identifies different items on screen as structures and interactive objects that are used to set the arena for a super smash bros type game. Giving certain objects in the screenshot physics lets the map change in real time. Certain items on screen are marked as playable characters, whose moveset, movement, and stats are either AI generated or player generated (stat sum limits are placed on player made stats). The basic controls are W (jump) A (move left) S (character ability) D (move right) SPACEBAR (another ability) SHIFT (another ability). Certain map or item behaviours can also be player-chosen. This way, map and character variations and possibilities are infinite and can be shared simply by sharing screenshots. You can play in ANYTHING as ANYTHING. These maps and characters can be saved if the player finds and creates one that is particularly interesting or powerful. If enabled, this saved character can then be reused in a new map and game depending on what the players agree on for that game. The players can agree to share their chosen mechanics, and have the game inform them of the properties of the map, or to keep it all a mystery.

The game is designed to be playable in class; with the click of a button, the screen immediately switches back to the tab or app the screenshot was taken from, as well as auto-pauses the game (this can be disabled if the opponent abuses the feature in non-urgent situations). The game can be played online, or on one computer, with two or more players. In my opinion the crux of this idea, and the main appeal of the game, is that its scope and enjoyability is limited only by the imaginations of the users.

After the main game is built, leaderboard, ranking, and tournament feature implementation would professionalize the game. A mobile version would simply replace the controls with a joystick and tappable buttons. It may be necessary to let players program the abilities of their own characters and import it into the game, with safeguards in place that ensure when the code is disfunctional, the game does not break. Going off the rails here, there can be a bossfight, or infinite rounds mode, where players work together to defeat generated enemies (of course also from the screenshot). Why stop at screenshots? Screen recordings are like screenshots, but now the map is constantly changing. Absolute pandemonium! But, these concepts are secondary and only build off of the base game idea since it is so versatile.

Three friends sit in separate corners of a classroom. The teacher is lecturing the most boring topic imaginable, and students are taking notes on google docs. With just a glance, the three know what to do. All three students open the app on their computer while one screenshots their google docs page and starts a lobby in the game. While the AI identifies structures, items, and characters, the friends vote on the settings of the game and decide to allow premade characters, game pausing, and all other features available. The map loads in, and the friends each customize different items around the map, adding health boosts, making walls sticky, and placing trampolines. One player chooses to load in their self-proclaimed unbeatable saved character, the canvas logo, while another creates one out of the google docs logo, and the final player lets an AI generate the stats and properties on their character that is their profile picture. The game starts, and assignments, fonts, and teleportation portals are flying everywhere, while the google docs page slowly starts crumbling, complicating the terrain. Inevitably, the teacher starts walking around the classroom. Thankfully the friends all linked their in-game return buttons to the tab they were supposed to be working on, and after the teacher continued their lecture, completely unsuspecting of foul play, the game continued.