

I really like this idea of making the game entirely customizable and from the user's screen! However, I think it's a bit unclear what this actually means until you reach the second paragraph, so I would clarify the primary idea upfront. Here, you can probably move the final paragraph at the bottom to the top since it's a more general description of the idea, rather than an explanation of the logistics. I think this proposal would also benefit from being broken down like the samples rather than in one long paragraph for readability.

I think using AI or random generation is the right approach, rather than having the player determine stats. Even with the limit, I think it would be easy for players to just max everything out.

To me, the phone idea loses the primary concept. Would there be a faux joystick & buttons on the phone? If so, it loses the idea of it being undetectable (also not as plausible w/ the phone being out in the first place).

While I like the idea of this being expanded to screen recording, I think it could very quickly get out of hand and make the game very unbalanced.