game\_name = "Salad"

game\_notes = [

{'Note 1' : 'A funny game'},

{'Note 2' : 'player has to make look for salad ingredients in the kitchen with spacfic time '},

{'Note 1' : 'palyer will be able to buy items such as knives , bowl, and some flavors '},

]

game\_currency = [

{"Gold dollar" : "Most valuable"},

{"Silver Quarter" : "Second biggest Unit. 1/4 of a dollar."},

{"Bronze Dime" : "Third unit. 1/10 of a dollar."}

]

game\_trophies = [

{"Test Trophy One" : "An awesome test trophy" },

{"Test Trophy Two" : "An second awesome test trophy" }

]

game\_ach = [

{"Com L1 Normal" : "Completed Level One on Normal Difficulty" },

{"Com L1 Quick" : "Completed Level One Normal Difficulty in less than 2 minutes" },

{"Com L2 Hard" : "Completed Level Two on Hard Difficulty" }]

game\_items = [

{"bowl" : ["bowl Portable Jelly Gun" , 500, "Silver" ]},

{"super knife" : [“super knife ", 250, "Dollars"]},

{"secret flavor" : ["secret flavor" , 1000, "Dollars" ]}

#2nd game

Game name = "balls box"

game\_notes = [

{'Note 1' : 'memory game'},

{'Note 2' : 'ISK is both in-game currency and real-world currency of Iceland where the game was developed.'}

{'Note 2' : 'ISK is both in-game currency and real-world currency of Iceland where the game was developed.'}

'Note 3' :’player has pick up balls in the same order he requested to do.”}

'Note 3' :’player will be see the balls inside the box one time for 1s second then he has to know the location of each ball .”}

'Note 3' :’player will be able to use items to help him to achieve the goals .’}

]

game\_currency = [

{"Gold euro" : "Most valuable"},

{"Silver Quarter" : "Second biggest Unit. 1/4 of a euro."},

{"Bronze Dime" : "Third unit. 1/10 of a euro."}

]

game\_trophies = [

{"Test Trophy One" : "An awesome test trophy" },

{"Test Trophy Two" : "An second awesome test trophy" }

{"Test Trophy three" : "An third awesome test trophy" }

]

game\_ach = [

{"Com L1 Normal" : "Completed Level One on Normal Difficulty" },

{"Com L1 Quick" : "Completed Level One Normal Difficulty in less than 2 minutes" },

{"Com L2 Hard" : "Completed Level Two on Hard Difficulty" }

]

game\_items = [

{"moving stick with double clip" : ["moving stick with double clip " , 500, "Silver" ]},

{"stick with any eye”: ["stick with any eye ", 250, "Dollars"]},

{"stick with glow" : ["stick with glow" , 1000, "Dollars" ]}

Balls\_box = "Test Game"

# 3rd game

game\_name = "six hats"

game\_notes = [

{'Note 1' : 'A trick game'},

{'Note 2' : 'plyer has to guess things hidden under which hat '}

]

game\_currency = [

{"Gold coin" : "Most valuable"},

{"Silver Quarter" : "Second biggest Unit. 1/4 of a coin."},

{"Bronze Dime" : "Third unit. 1/10 of a coin."}

]

game\_trophies = [

{"Test Trophy One" : "An awesome test trophy" },

{"Test Trophy Two" : "An second awesome test trophy" }

{"Test Trophy three" : "An third awesome test trophy" }

]

game\_ach = [

{"Com L1 Normal" : "Completed Level One on Normal Difficulty" },

{"Com L1 Quick" : "Completed Level One Normal Difficulty in less than 2 minutes" },

{"Com L2 Hard" : "Completed Level Two on Hard Difficulty" }

]

game\_items = [

{"transparency spray" : ["transparency spray " , 500, "Silver" ]},

{"mr. hint”: ["mr.hint", 250, "Dollars"]},