Card game and presentation notes



## Game design

[Write 2–3 sentences about your final ideas for the card game. Add 2–5 more sentences to describe your involvement in evaluating the output and how you followed up with additional requests to develop these ideas.]

**Final Game Ideas:**

The final game concept is a cooperative card game where players work together to identify all the dog breeds. Players will take turns drawing Question Cards and matching them to the correct Breed Cards. If they are correct, they add the Breed Card to their collection. The first team to collect all the Breed Cards wins.

**Evaluation and Follow-Up:**

I found the initial game idea to be a good starting point, but I wanted to make it more engaging and cooperative. By prompting Gemini to change the game objective and focus on teamwork, I was able to develop a more appealing concept. I also followed up with requests to make the game more challenging for experienced players and to consider different card deck formats. Through this iterative process, I was able to refine the game idea and create a unique and enjoyable experience for pet care company customers.

## Presentation outline

[Write 2–3 sentences about the main components of the presentation outline. Add 2–5 more sentences to describe your involvement in evaluating the output and how you followed up with additional requests to develop this outline.]

**Main Components:**

The presentation outline includes a brief introduction to the game, a detailed explanation of the gameplay, a discussion of the promotional value, and a conclusion highlighting the benefits of the game for the pet care company.

**Evaluation and Follow-Up:**

I found the initial presentation outline to be a good starting point, but I wanted to make it more focused on the promotional value of the game. By following up with requests to add a section on educational partnerships and to provide more specific examples of marketing applications, I was able to strengthen the presentation's persuasive power. Additionally, I asked Gemini to shorten the presentation to ensure it would be engaging for the audience and fit within the allotted time. Through this iterative process, I developed a presentation outline that effectively conveys the game's benefits and its potential to increase brand loyalty for the pet care company.

## Presentation image

[Write 2–3 sentences to describe the image you generated. Add 2–5 more sentences to describe your involvement in generating this image, including how you evaluated the output and any modifications you made to your prompt to refine the image.]

**Generated Image Description:**

The image I generated features a group of playful, happy dogs of various breeds gathered around a kitchen table, surrounded by colorful dog breed cards. The dogs seem to be interacting with the cards as if they are playing the game, creating a friendly and joyful atmosphere. In the background, subtle pet care products such as dog bowls and toys can be seen, tying in the connection to the pet care brand.

**Involvement in Generating the Image:**

To create this image, I first brainstormed a concept that emphasized both the fun, cooperative nature of the card game and the brand's focus on pets. After submitting my initial prompt, I reviewed the output to ensure it had the right blend of dog breeds, a warm atmosphere, and visible game elements. I made adjustments to the background details to better highlight the pet care products and revised the prompt to enhance the casual, inviting feel of the room. Finally, I confirmed that the dogs’ interaction with the cards was clearly depicted, aligning the image with the game concept.