



All our current platform design tools cover the Primitive-Enabler side. The Narrative is at best covered as Core Value Proposition and as a derivative of the P-E constellation.

What we need is a form of real-time design. Or, at least as real-time as the users' expression in the Narrative are.

<https://www.youtube.com/watch?v=II-Ndsr23FE&t=1096s>

Game Design may be another source for precisely this type of design.

<https://gamedesignconcepts.wordpress.com/2009/07/13/level-5-mechanics-and-dynamics/>

