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Evidence Matching and Fact-Checking Puzzle:

Introduce interactive challenges where players match tweet claims against original article evidence. Winner's objective: select correct article quotes to counter misinformation effectively.

Identity Deduction via Profiles:

Develop profile-based deduction puzzles leveraging clues like time zones, writing style, and hidden affiliations, maintaining player intrigue around hidden identities

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Loser Role ("Misinformation Agent"):

- Adapt abilities such as "Play Contradiction Card," "Plant Decoy Clue," and "Forced Debate" into Twitter-specific actions like "Sensational Tweet" or "Decoy Link" to introduce strategic misinformationdesign__Unique_Ability_...design__Goal_Drafts.
- Create mechanics allowing the Loser to manipulate Twitter-like engagement metrics (likes, retweets) to visibly influence the scenario.

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Chatgpt konuyu başka bir yere götürebilir mi, gerek var mı? Şu an mantık çözümleme ve sosyal medya analizi için yapay zeka kullanılıyor, katılımcı olması başka şekilde denenmeli, ayrıca şu an bazen AI yanlış bilgi de verecek

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#	File to add / bump	What to change or	Why it's	Key source(s)
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design.docs__game_progression_pacing_v0.2.md (clone v0.1)	<ul style="list-style-type: none"> • Replace the single 5-minute Early-Game block with four “Tweet Rounds” of ~2 min each. • Add a 30-sec “Quick Choice Window” at the start of every round; AI timestamps the 	Implements short, rapid-fire analysis loops and pre/post-discussion actions.	game_progression_pacing_v0.1.mddesign.docs__game_progr...
design.docs__competitive_challenge_phases_v0.2.md (clone v0.1)	<ul style="list-style-type: none"> • Under <i>Evidence Analysis Duel</i>, specify that each 2-min tweet round ends with players locking an “Interpretation Token” (truth, partial, false). • Note that the first locked token in Round 1 sets public 	Formalizes the new truth-vs-deception flow and first-mover advantage.	competitive_challenge_phases_v0.1.mddesign.docs__competitiv...
design.docs__strategic_player_capabilities_v0.2.md	<ul style="list-style-type: none"> • Winner: new <i>“Rapid Rebuttal”</i> (play immediately after debate to overwrite tone). • Loser: rename <i>Deploy False Breadcrumb</i> → “Seed Viral Thread” (auto-adds AI-written tweet). 	Provides concrete tools for pre/post-dialogue influence.	strategic_player_capabilities_v0.1.mddesign.docs__strategic...
design.docs__communication_mechanics_v0.2.md	<ul style="list-style-type: none"> • Insert timing table showing: “Quick Choice Window → 90-sec Open Debate → 10-sec Post-Debate 	Keeps the fast-decision cadence clear and	communication_mechanics_v0.1.mddesign.docs__communicat...
design.docs__user_interface_delivery_v0.2.md	<ul style="list-style-type: none"> • Add component “Round Timer Bar” (counts down 2-min tweet analysis segments). • Add “Interpretation Token Tray” UI element letting 	Provides instant visual feedback for quick-choice play.	user_interface_delivery_v0.1.mddesign.docs__user_inter...

design.scenarios.echo_chamber__bias_prompts.md (append)	• Add prompts for “Half-Truth Spin”, “Cherry-Picked Stat”, “Emotional Hook”.	Expands AI-generated misleading	bias_prompts.mddesign.scenarios.echo_c...
design.scenarios.echo_chamber__clue_bank.md (append tokens)	• Add <TWEET_ROUND CLUE #>	Feeds the rapid-round	clue_bank.mddesign.scenarios.echo_c...
design.scenarios.echo_chamber__scenario_meta.yaml	• Add round_length: 120s and quick_choice_window: 30s keys.	Lets loader adapt tweet volume to player count.	scenario_meta.yaml (current)

Minor text edits (no version bump needed)

- **roles_perspectives_v0.1.md** → under Loser, mention “may open *Seed Viral Thread* once per game”.design.docs__roles_pers...
- **win_conditions_goals_v0.1.md** → add that Winner gains +10 points if their Interpretation Token is first and correct; Loser gains +10 if their first token remains dominant at final reveal.design.docs__win_condit...

Actionable Suggestions Overview



Game Mechanics and Puzzles

- **Fallacy Identification Challenges:**
Create mini-puzzles based on spotting common logical fallacies in tweets/comments (e.g., Anchoring, Strawman, Ad Hominem). Reward players with points or additional clues for correctly identifying these fallaciesdesign.scenarios.echo_c....
- **Evidence Matching and Fact-Checking Puzzle:**
Introduce interactive challenges where players match tweet claims against original article evidence. Winner's objective: select correct article quotes to counter misinformation effectively.
- **Identity Deduction via Profiles:**
Develop profile-based deduction puzzles leveraging clues like time zones, writing style, and hidden affiliations, maintaining player intrigue around hidden identitiesdesign.scenarios.echo_c...design.scenarios.echo_c....



Role Abilities and Strategic Tactics

- **Loser Role ("Misinformation Agent"):**
 - Adapt abilities such as "Play Contradiction Card," "Plant Decoy Clue," and "Forced Debate" into Twitter-specific actions like "Sensational Tweet" or "Decoy Link" to introduce strategic misinformation design__Unique_Ability...design__Goal_Drafts.
 - Create mechanics allowing the Loser to manipulate Twitter-like engagement metrics (likes, retweets) to visibly influence the scenario.
- **Winner Role ("Fact-Finder"):**
 - Implement abilities like "Rapid Fact-Check," "Clarification Request," or "Sequential Reveal" to counteract misinformation strategically design__Unique_Ability....
 - Include structured checkpoints ("Register Hypothesis") where the Winner explicitly validates critical evidence design__Unique_Ability...design__Goal_Drafts.
- **Supporter Role (AI Moderator):**
 - Enable AI to impartially highlight contradictions, validate claims, and dynamically adjust clue complexity using "Adaptive Breadcrumbs" and "Sequential Reveal System" design__Game_Pillars design__Goal_Drafts.



Game Flow & Adaptive Systems

- **Phase Structure & Pacing:**
Structure gameplay clearly into phases:
 - **Investigation Phase:** Initial tweets analyzed.
 - **Debate Phase:** Increased misinformation, mandatory communication phases triggered by AI.
 - **Resolution Phase:** Final identity and root-cause submission design.docs__game_progr...design.docs__strategic....
- **Mid-Game Twist ("Insider Reveal"):**
Insert a strategic twist announcing an "Insider" among players, escalating suspicion and strategic deduction halfway through the scenario design.docs__mid_game_t....
- **Dynamic Random Events:**
Introduce controlled randomness through surprise clue reveals, random contradictions, or identity hints triggered under certain gameplay conditions design.docs__random_cha....



Communication and Interaction Design

- **Structured Mandatory Communication Phases:**
Explicitly incorporate team communication phases triggered by AI at critical points, ensuring structured player dialogue and contributiondesign.docs__communicat....
- **Explicit UI and Delivery:**
Design simple, text/chat-based UI optimized for low-bandwidth connections. Provide clearly labeled interactive elements and simplified visualizations (e.g., fault-tree interface)design.docs__mid_game_t....
- **Private and Public Notifications:**
Implement discrete UI notifications clearly marked as "Private" for sensitive clues and identity information, alongside public AI announcements for global updatesdesign.docs__communicat...design.docs__mid_game_t....



Social Inclusion & Accessibility

- **Accessibility Requirements:**
Maintain straightforward, grade-8 readability text and minimize graphics to support low-end devices and network limitationsdesign.docs__social_inc....
- **Inclusive Gameplay Mechanics:**
Ensure each player has meaningful ways to participate through explicit mechanisms like mandatory communication phases and adaptive hint systems scaled to team performance design.docs__social_inc....



Scoring and Reward System

- **Explicit Scoring Mechanics:**
Assign points clearly for actions like clue discovery, hypothesis validation, contradiction resolution, identity guess accuracy, and cooperative phase successesdesign.docs__points_sco....
- **Rewards and Incentives:**
Provide rewards explicitly tied to cumulative points, such as bonus clue reveals, adaptive hint boosts, or strategic bonuses like extended RCA verification timedesign.docs__points_sco....



AI Adaptive Integration

- **Adaptive Difficulty and Breadcrumbs:**
AI dynamically adjusts clue difficulty and breadcrumb frequency based on real-time analytics and player performance to balance gameplay fairness and engagementdesign.docs__feedback_a....
- **Neutral Identity Validation:**
The AI withholds the explicit validation of identity guesses until the final submission phase, preserving curiosity and suspensedesign.docs__feedback_a....

Logical Chain Puzzles and RCA Integration

- **RCA Fault-Tree Interface:**
Adapt RCA mechanics into structured puzzles where players map tweet-derived misinformation against article facts using a visual fault-tree
interfacedesign.docs__user_inter....
- **Multiple Solution Paths:**
Ensure puzzles explicitly offer multiple valid solution paths, catering to different personas and promoting replayability and engagementdesign.docs__user_inter....

Narrative and Scenario Framing

- **Realistic Twitter-Like Scenario Framing:**
Employ metaphorical UI elements (e.g., simulated "feeds," "threads," "hashtags") to create a believable yet platform-neutral social media environment.
- **Celebrity or Influencer Event Integration:**
Include influential "celebrity tweets" or high-profile posts to dynamically shift public perception and intensify strategic gameplay elements.

Explicit KPIs for Evaluation & Monitoring

- **Clarity and Satisfaction:**
Regularly evaluate player-reported clarity, satisfaction, fairness, inclusivity, and effectiveness ratings (target explicitly $\geq 4.5/5$)design.docs__points_sco...
design.docs__random_cha...design.docs__feedback_a...design.docs__mid_game_t....
- **Identity Deduction and RCA Accuracy:**
Explicitly track identity deduction accuracy ($\geq 50\%$) and RCA submission success rates ($\geq 70\%$)design.docs__end_game_f....
- **Balanced Gameplay:**
Maintain explicitly balanced win-rates between roles (Winner and Loser around 55%-45%)design.docs__end_game_f....

Confirm. How to develop the set of actions for players to perform explicitly before discussion?
What alternatives can be used?

2/2

ChatGPT said:

Thought for 21 seconds

Below is a **concept-level design kit** that answers two things at once:

1. **How to flesh-out a rich menu of “before-discussion” actions** (so every role can open a round in multiple, interesting ways).
2. **Which existing project files you should touch (or add) and why, so the new options stay visible, balanced, and AI-supported.**

1 Designing the *Pre-Discussion Action Set*

Goal: give each player a *meaningful lever* to shape the conversation **before** it starts, in line with their pillar, persona and win-path.

Role	Action <i>families</i> (pick 1)	Example Variants (choose or)	Pillar / Persona hook
Winner	Stance Seed – commit to a factual claim you’ll try to prove Early Probe – ask the AI for a single clarifying datum Time Bank – sacrifice 30 s	“Baseline Hypothesis”, “Clarify Source”, “Reserve Extra Time”	RCA / Analytical Achiever design.docs__roles_pers...
Loser	False Brief – preload AI with a mis-tagged truth (“verified”) Doubt Seed – publicly question any one earlier clue Blink Card – force an	“Preload False Brief”, “Ask ‘Are you sure?’”, “Is this IP from XYZ?”	Curiosity & deception / Social Trickster design.docs__communicat...
Supporter (AI)	Echo Verbatim – read all Pre-Statements back, unchanged Confidence Meter – show a 0-100 est. of team certainty Contradiction Ping – flag	automatic	Collaboration pillar (neutral)

Design tip: treat each family as a **card type**. On a given round a player can either reuse last round’s card or swap to another family (costs 1 point). That keeps variety without an explosion of rules.

2 Files to update — and how

#	File	Why (concept)	Structural change
A	design.docs__communication_mechanics_v0.1.md	This doc already hosts Pre- & Post-Discussion flow design.docs__co	• In <i>Pre-Discussion Statements</i> add a “Menu of Action Families” sub-table with Winner / Loser

B	design.docs__strategic_player_capabilities_v0.1.md	Abilities list must reference the new menu so players see it	• Add ability footer: “A Pre-Discussion Action Card may be played once per round (no
C	design.docs__points_scoring_rewards_v0.1.md	Actions must pay-off	• New rows: +3 pts “Doubt Seed accepted”, –5 pts “False Brief
D	design.docs__ai_supporter_capabilities_v0.1.md	AI now mediates choice, echo &	• Add capability: “Process Action Card” – presents
E	design.docs__adaptive_ai_integration_v0.1.md	AI must adapt when many false briefs	• Extend <i>Pre-Statement Accuracy Monitor</i> : escalate clarity hints
F	design.docs__logical_chain_puzzles_rca_challenges_v0.1.md	The new actions become node 0 in every puzzle	• In each puzzle template, prepend step “0 – Apply chosen Pre-
G	design.docs__00_index.md	So other writers can find the card list	• Under “Mechanics” add “pre_discussion_action
H	NEW pre_discussion_action_menu_v0.1.md	Single source of truth & future expansion	• One-pager: card families, example prompts, cooldown/

Versioning tip: bump each touched doc to **v0.3** (they’re already at 0.2) and tag commit `pre_discussion_actions_added`.

Alternative design levers you can mix-and-match

Lever	What changes	Example
Token budget	Give each player 3 “Influence Tokens” per match; spending one lets them upgrade a card (e.g., False Brief becomes two facts).	Winner can buy “Expert Quote” for 1
Random deal	AI deals one random action card per role each round; players must decide to play or discard.	Keeps freshness; good for < 5 players.
Persona-locked	Certain cards only for specific personas (from personas file) to reinforce character flavour.	“Data Dive” only for Analytical Achiever.
One-time ultimates	Each role gets a single powerful opener: Winner = “Hard Evidence Drop”, Loser = “Total Red Herring”.	Creates memorable “big moments”.
Public vs private	Some cards go straight to public chat, others hide in AI’s private queue until mid-game.	Supports stealth vs bold play styles.

Pick the subset that fits your play-test time box and cognitive load budget; surface the rest as unlockables in later scenario patches.