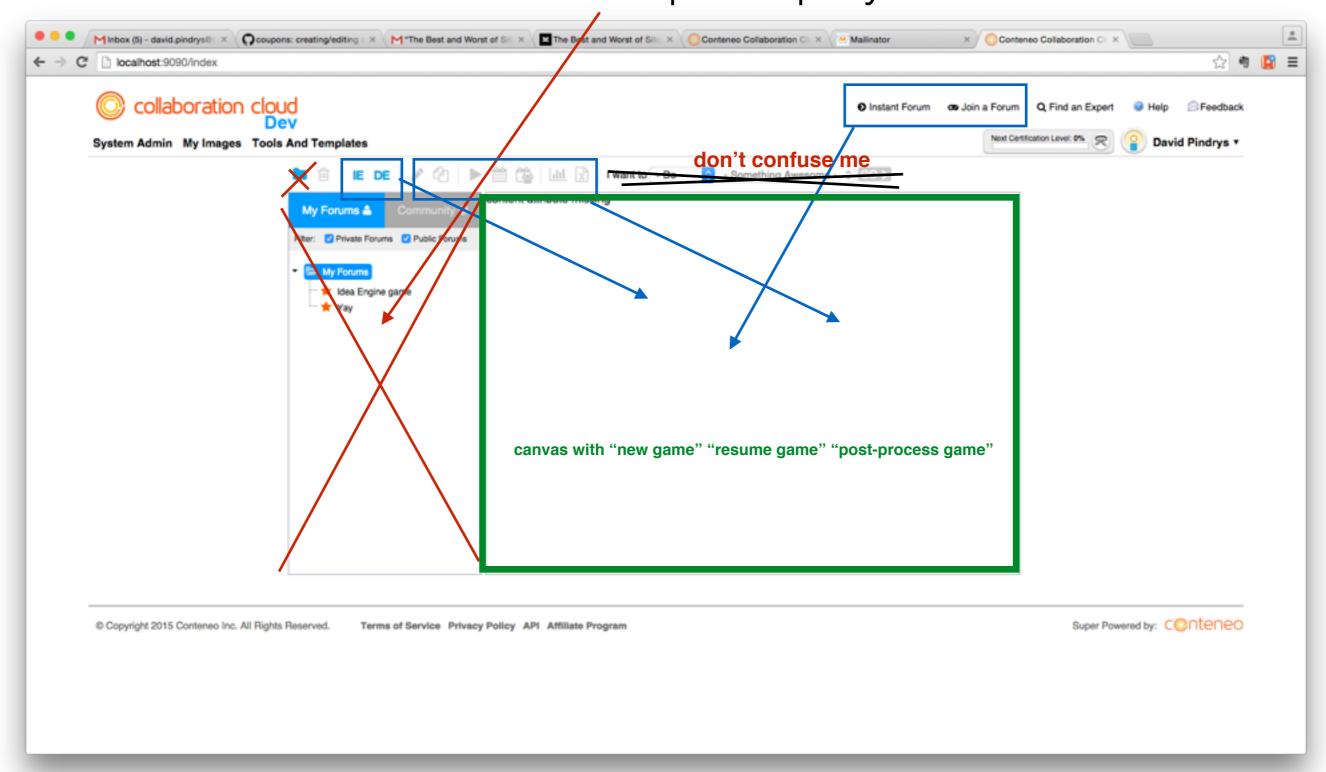
flow of creating a game:

- create new idea engine game
- specify title and description (before I choose a game type?)
- choose type, add layers and regions
- start game

not discussed here:

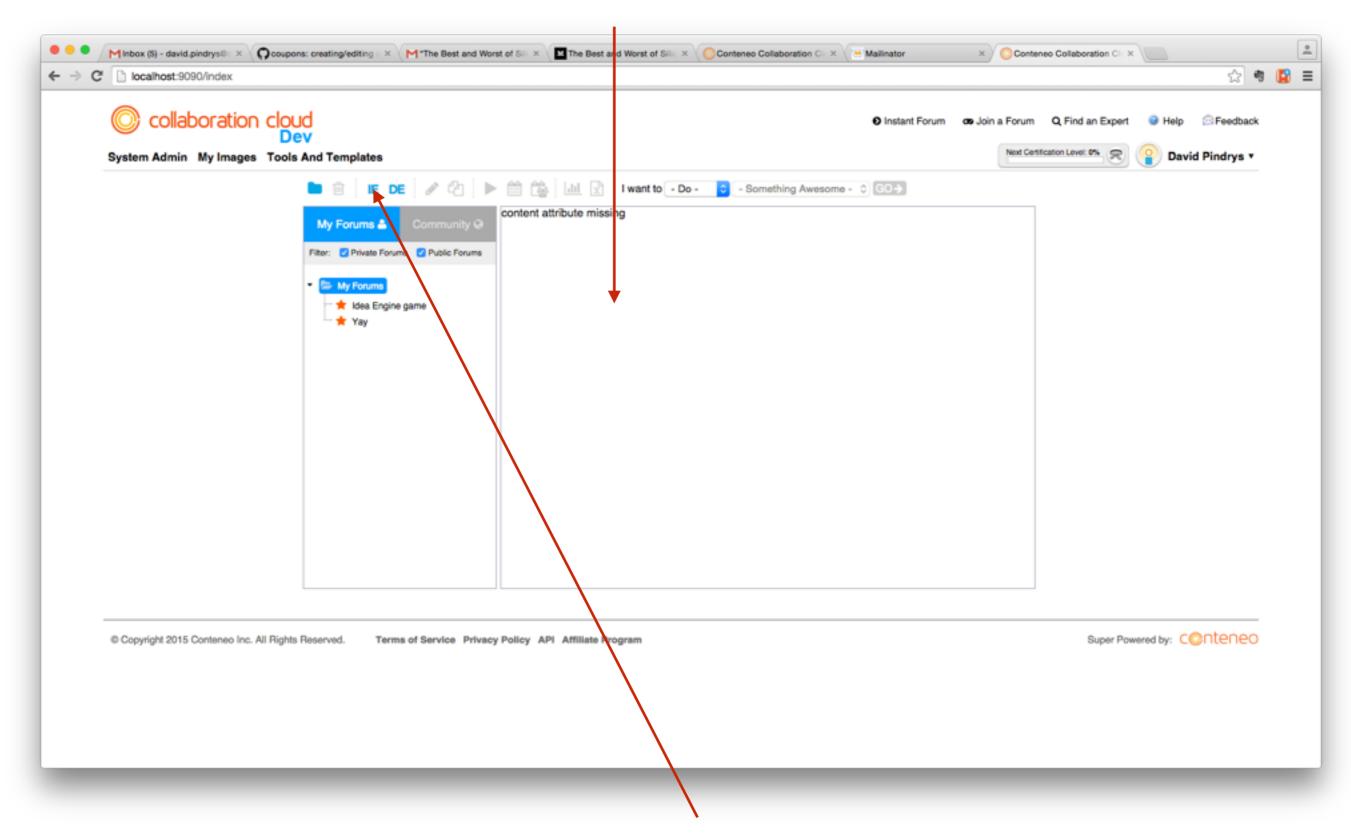
- party/gala flow (creating/joining)
- flow of inviting other players (and them joining)

this folder structure is confusing and seems misaligned with the concept of "play"



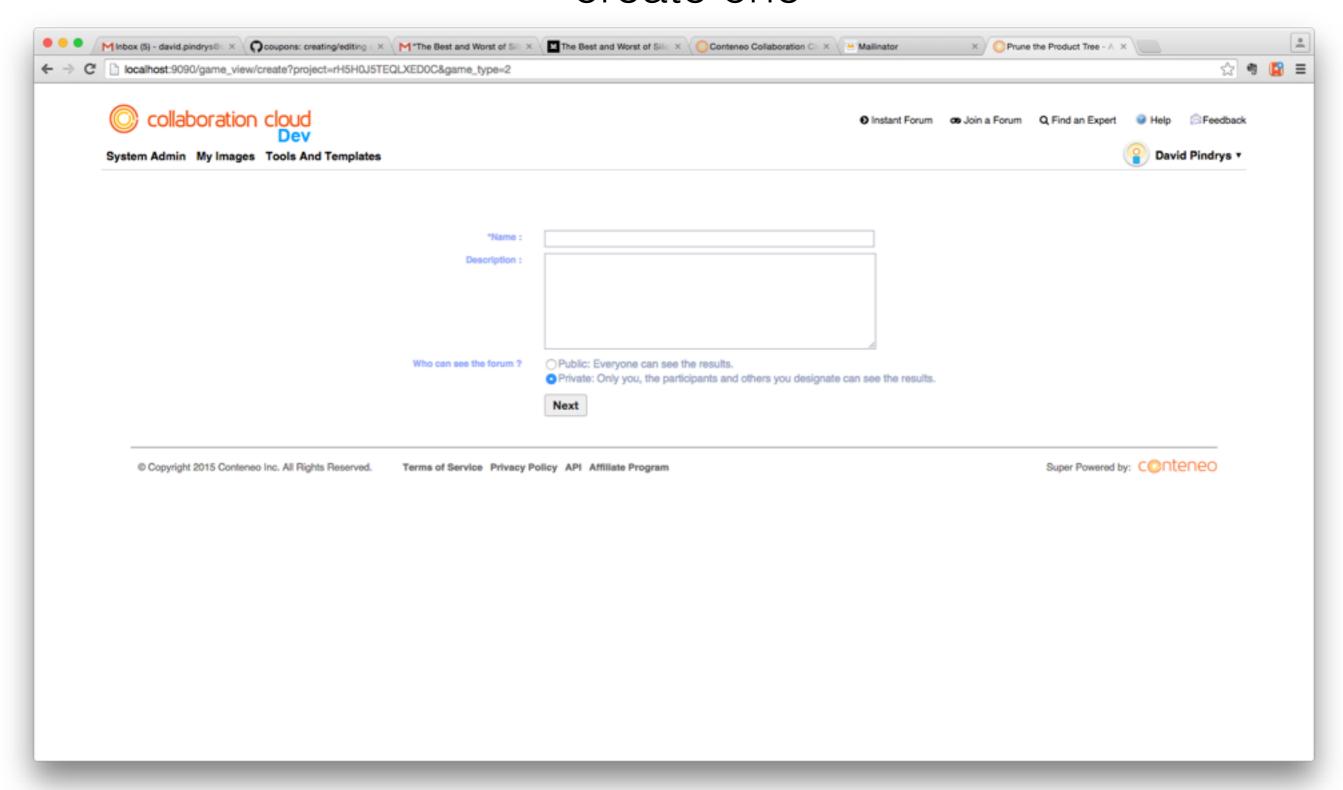
how do I create a new game?

why not put the "folder structure" here but as cards?

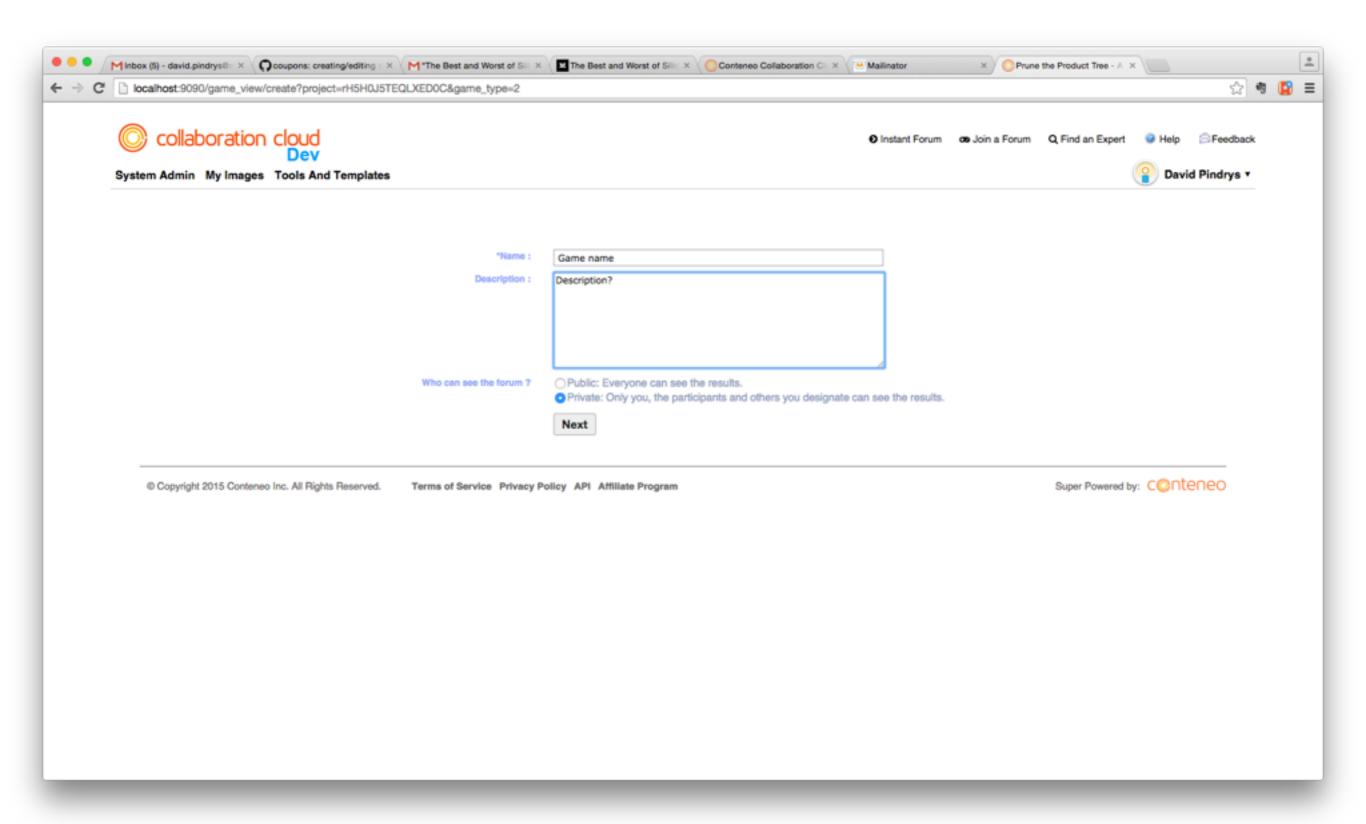


I guess this little IE text creates a game

would be nice to see the game immediately after I choose to create one

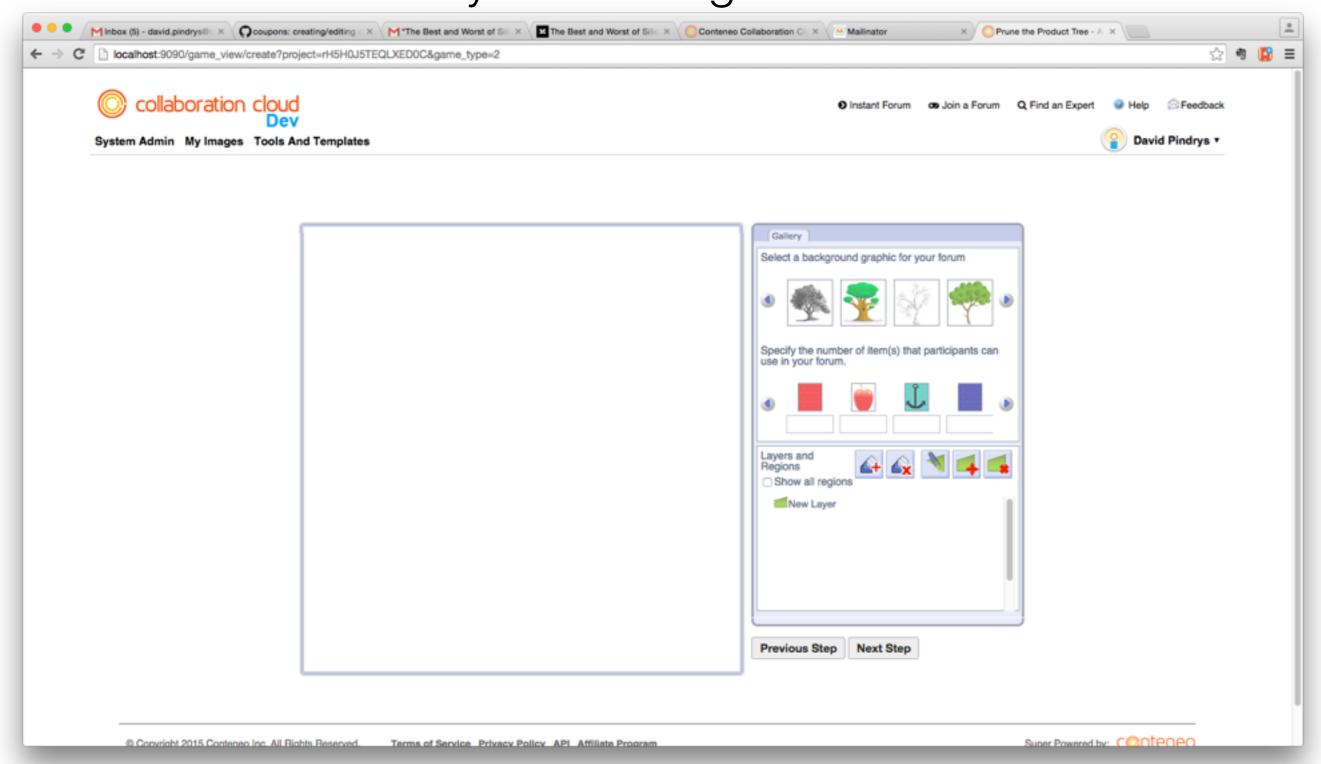


am I creating a game? what kind of game????

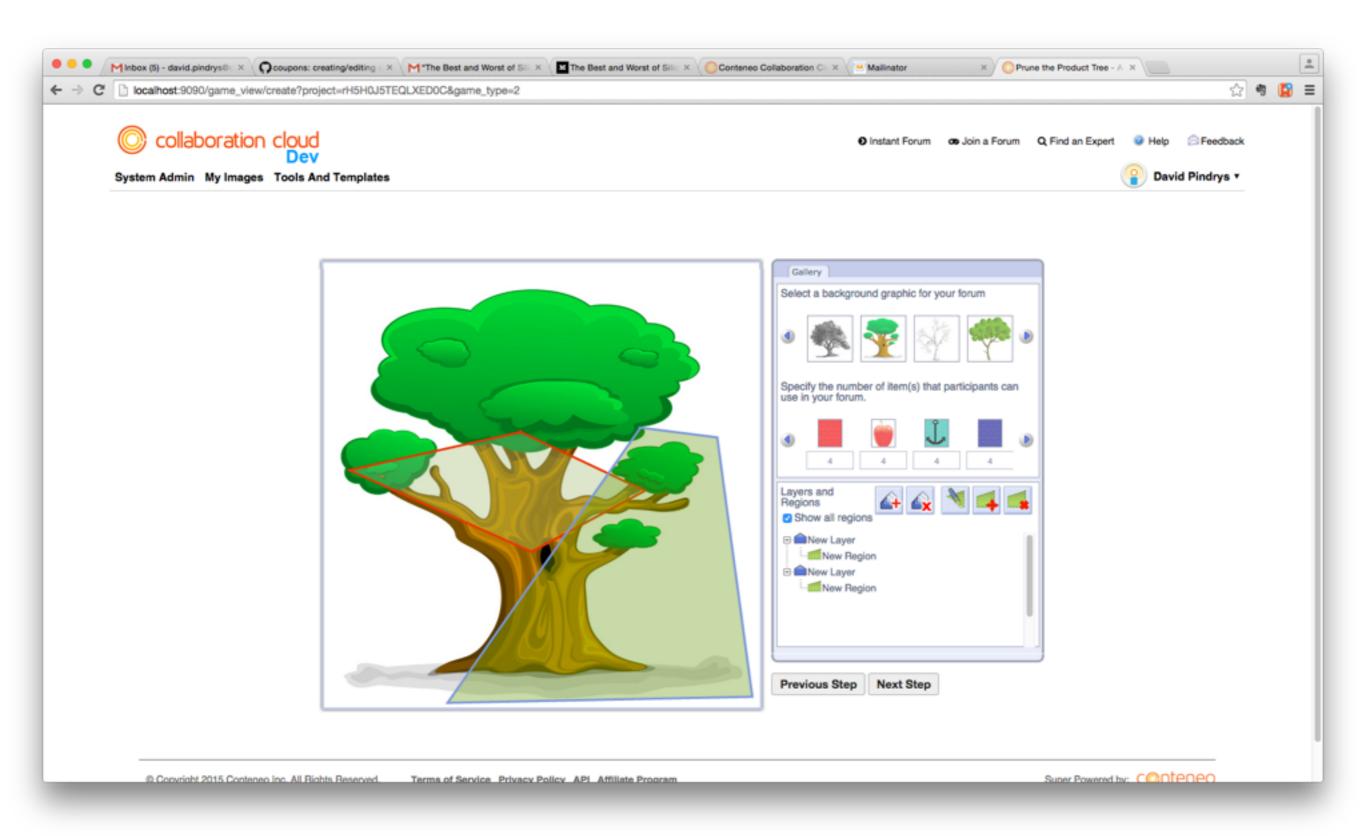


ok I will fill this required (I assume) text in and see what happens

ok let's select a tree and write some numbers and make some layers and regions

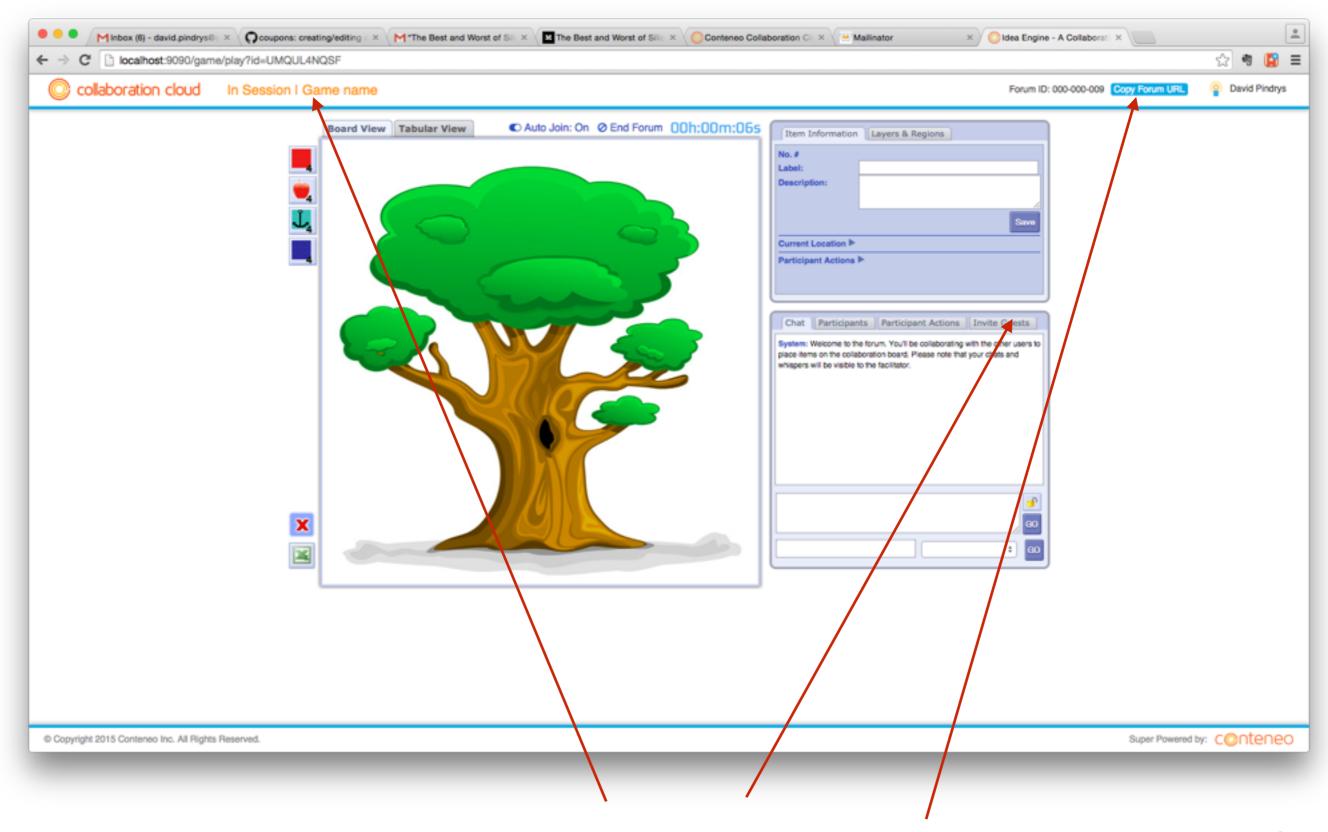


only trees?

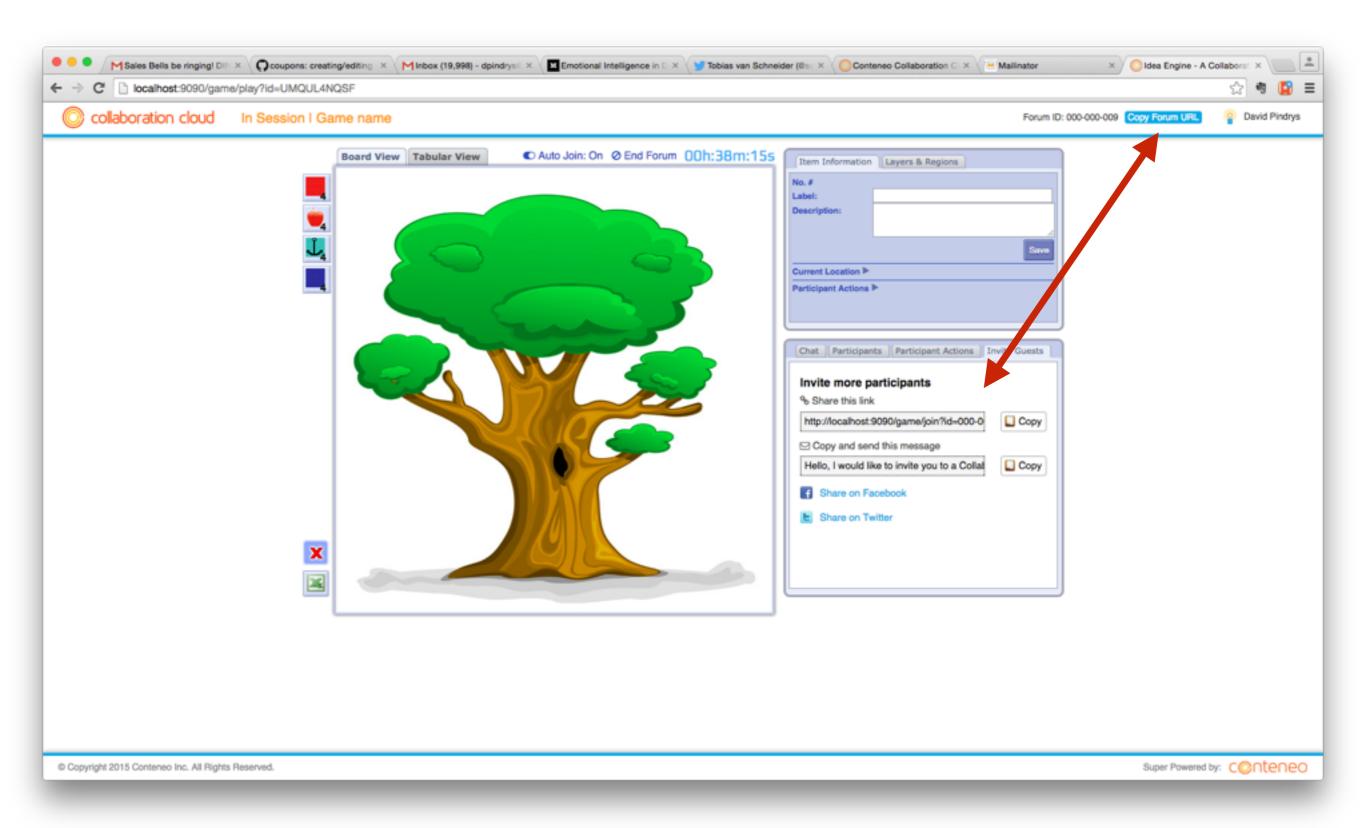


will "next step" start the game?

I guess it has started, that "dev" logo is gone



these seem very related. should be closer to each other?



where can I enter emails to invite with one click?