GAME IDEAS

Choice of games in one module, eg unicorns, dragons etc., corresponding to the individual chapters.

Epic scenic backgrounds if possible? To make it engaging.

A game of exploration in all cases, following clues - but a different potential outcome in each case, encouraging gamers to play it repeatedly.

Can be a multi-player experience - not just one player.

Working to unmask the truth, separating fact from fiction.

Points awarded for time?

Target age: Teens/young adults.

Ease of use in other languages aside from English.