Read me

* Digitally the different signs will be generated randomly yet according to some rules, every new game.
* Better: some of those –or all of them – will be surprises! That’s life! You can’t know how the whole way will look like .. you some many times get surprised! Be faithful!
* Even holes can be portals, and portals sometimes get to be holes … double movement!
* The player enters without instructions. You discover! Narrator will guide you!
* Narration through text and/or voice is really, really important!

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Technically speaking:

* The dice
* The cube shouldn’t get out of the grid
* The plane to be 3D, and the character is an avatar for the player.
* Animation and effects added to the surprisingly appearing signs.
* Afterwards: multiplayer online
* This game has a potential :D
* This game can totally change so it can be a 3D real game, that the player know she/he is playing on a grid, and the camera moves upward to show this if she/he wants, or when the “world” wants to show them some sign or event. This can be a whole plane with themes like a forest or so … surprises can be known by entering some house or “hatch”, etc …
* Multiplayers online can be a real challenge for each player! This will be really fun and HILARIOUS!!!!!!!!! The grid of course can be bigger according to how many players are there, to control the time of playing. – this wants some testing for making the best estimation.
* The name maybe changed. Idk.
* This can be made on VR, or better: the Hololense in a wide, wide real plane!
* This can even be a real game!
* Ana mmkn aksb mnha Malayeeeen!!!!!

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Blog:

* Make a blog for this
* Make ppl share their insights with you!
* You may make a website for people who make games to make it with players step by step, like salim’s website for the writers.