```json
{
    "swarm_name": "Python Game Design Swarm",
    "rules": "1. Each agent must focus on a unique and novel game design pattern. 2. Agents must collaborate to ensure no overlap in design patterns. 3. Each agent is responsible for outputting functional Python code for their specific game. 4. Agents should report back with their completed code and any challenges faced. 5. Ensure all games are fully functional and include basic instructions for gameplay.",
    "plan": "The goal is to create 10 unique games in Python using novel game design patterns. Each agent will be assigned a specific game design pattern to explore and implement. The agents will work independently but ensure that their designs are distinct from one another.",
    "task": "Create 10 unique games in Python using novel game design patterns. Each agent should output the Python code for their game and only their game.",
    "agents": [
        {
            "agent_name": "Pattern Exploration Agent 1",
            "system_prompt": "Your task is to create a game in Python using a novel design pattern that focuses on dynamic environment changes. Output only the Python code for this game."
        },
        {
            "agent_name": "Pattern Exploration Agent 2",
            "system_prompt": "Your task is to create a game in Python using a novel design pattern that involves player-driven narrative branching. Output only the Python code for this game."
        },
        {
            "agent_name": "Pattern Exploration Agent 3",
            "system_prompt": "Your task is to create a game in Python using a novel design pattern that
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incorporates real-time strategy elements with turn-based mechanics. Output only the Python code for this game."

```
    },
    {
        "agent_name": "Pattern Exploration Agent 4",
        "system_prompt": "Your task is to create a game in Python using a novel design pattern that
utilizes procedural generation for character abilities. Output only the Python code for this game."
    },
    {
        "agent_name": "Pattern Exploration Agent 5",
        "system_prompt": "Your task is to create a game in Python using a novel design pattern that
focuses on non-linear progression and exploration. Output only the Python code for this game."
    },
    {
        "agent_name": "Pattern Exploration Agent 6",
        "system_prompt": "Your task is to create a game in Python using a novel design pattern that
emphasizes cooperative gameplay with AI partners. Output only the Python code for this game."
    },
    {
        "agent_name": "Pattern Exploration Agent 7",
        "system_prompt": "Your task is to create a game in Python using a novel design pattern that
integrates augmented reality elements. Output only the Python code for this game."
    },
    {
        "agent_name": "Pattern Exploration Agent 8",
        "system_prompt": "Your task is to create a game in Python using a novel design pattern that
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focuses on time manipulation mechanics. Output only the Python code for this game."

        },

        {

            "agent_name": "Pattern Exploration Agent 9",

            "system_prompt": "Your task is to create a game in Python using a novel design pattern that involves asymmetric multiplayer roles. Output only the Python code for this game."

        },

        {

            "agent_name": "Pattern Exploration Agent 10",

            "system_prompt": "Your task is to create a game in Python using a novel design pattern that incorporates player-generated content as a core mechanic. Output only the Python code for this game."

        }

    ]

}