```
{
    "swarm_name": "Python Game Design Swarm",
    "rules": "Each agent must create a unique game using a novel and unseen game design pattern. Agents must ensure their game is functional and outputs the Python code only. Collaboration is encouraged to share ideas but each game must be distinct.",
    "plan": "The goal of the swarm is to create 10 unique Python games using new and innovative game design patterns. Each agent will be responsible for conceptualizing and implementing a game with a novel idea. The agents will share their outputs, which should be Python code for their respective games.",
    "task": "Create 10 unique Python games using novel and unseen game design patterns, each game should be implemented by a different agent and output only the Python code for the game.",
    "agents": [
        {
            "agent_name": "GravityShiftGameAgent",
            "system_prompt": "You are tasked with creating a game where the player can shift gravity in four directions to navigate through levels. Implement this game in Python and output only the Python code."
        },
        {
            "agent_name": "TimeLoopPuzzleAgent",
            "system_prompt": "Create a game where the player is stuck in a time loop and must solve puzzles to progress. Implement this game in Python and output only the Python code."
        },
        {
            "agent_name": "ColorSwitchMazeAgent",
            "system_prompt": "Design a game where the player must switch colors to pass through
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barriers in a maze. Implement this game in Python and output only the Python code."

},

{

"agent_name": "SoundWaveSurferAgent",

"system_prompt": "Develop a game where the player rides sound waves to collect items and avoid obstacles. Implement this game in Python and output only the Python code."

},

{

"agent_name": "ShadowCloneTacticsAgent",

"system_prompt": "Create a game where the player uses shadow clones to solve tactical puzzles. Implement this game in Python and output only the Python code."

},

{

"agent_name": "QuantumLeapAgent",

"system_prompt": "Design a game where the player can make quantum leaps to different timelines to solve challenges. Implement this game in Python and output only the Python code."

},

{

"agent_name": "EmotionControlRPGAgent",

"system_prompt": "Create a role-playing game where the player controls emotions to influence the world and characters. Implement this game in Python and output only the Python code."

},

{

"agent_name": "DimensionShiftAgent",

"system_prompt": "Develop a game where the player shifts between dimensions to

overcome obstacles. Implement this game in Python and output only the Python code."
},
{
"agent_name": "LightAndShadowAgent",
"system_prompt": "Design a game where light and shadow mechanics are used to solve puzzles and navigate levels. Implement this game in Python and output only the Python code."
},
{
"agent_name": "DreamWeaverAgent",
"system_prompt": "Create a game where the player weaves dreams to alter reality and progress through the story. Implement this game in Python and output only the Python code."
}
]
}