

**ISSUE:** This is the style of board game that we need for Career Challenge. The glassmorphism design fits right into our design guidelines. aiContent generation happens while we are waiting for users to join the room. Need to build bot players with real human names to fill the room slots (this has already been designed for Bingo Challenge and we should have some reusability).

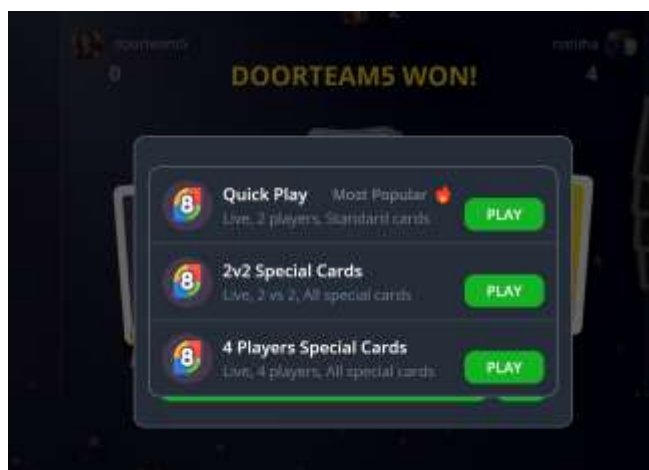
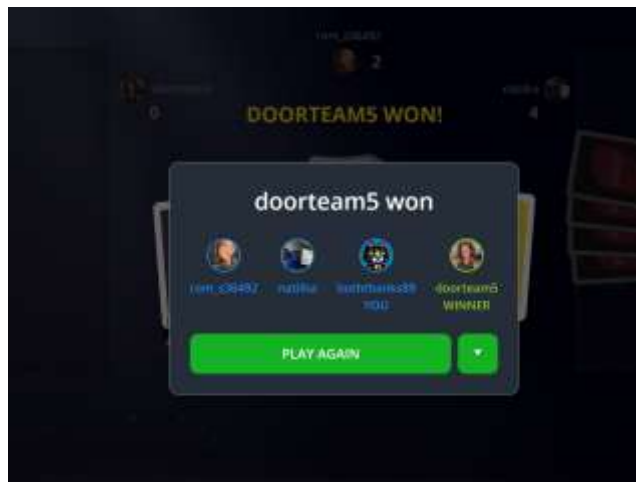
1. The game should be orchestrated by the Challenge Master and based on this order and he begins the round by dealing 3 stacks of cards (color coded and placed in three separate stacks for the users). Stack 1 – C-Suite Choices, Stack 2- Machine Selected Roles, Stack 3 – Machine Selected Synergies. The Center stack is always the ACTIVE stack for the round, so the stacks need to rotate as the Master calls each Play round Type. Round Type 1 = C-Suite pick, Round Type 2 = Role pick, Round Type 3 = Synergy Pick
  - a. Master calls the 1<sup>st</sup> Round for C-Suite Delegation – each player takes turns picking their card and placing it in the center square.
  - b. System marks each players name with delegated Role that they chose.
  - c. Master calls the 2<sup>nd</sup> Round for Solution 1 and places the Card for everyone to read in the center square
  - d. Each Player takes turns selecting the Role and Synergy cards from their stack and Master finalizes the round after each player has played.
  - e. Master calls the 3, 4, 5, and 6th Round using the same rules as Item d.
  - f. Master reveals the correct cards.
  - g. Master reveals each Players Hand and awards points to each player based on how well they played.
  - h. Each player only SEES their session recap with 6c's and feedback from Master on how well they did.



#### BOARD LAYOUT:

Player board loads with three stacks – Center Stack is the C-Suite card. To the Left and Right of the Center stack are the cards for Roles & Synergies. Upon initial load you will see the image of a single card with the title underneath it for Roles & Synergies. Once they move to the center Stack, they get expanded so that the user can click each one.

Game Conclusion Screen: We would need two options Play Again, Return to Arcade



ISSUE: With new game design, you will need the center card to show the actual problem category and then the user selects the card for the solution. For example: The Toy Store Needs More Happy Customers

Round 1 – People Problem – Increase Store Traffic

Round 2 – Product Problem – Variety of Products

Round 3 – Pricing Problem – Sales Promotion

Round 4 – Process Problem - Expense toys at eye-level, more affordable on bottom shelves

Round 5 – Proceeds Problem – Community charitable giving

Round 6 – Profits Problem - reduce profits until sales increase

