

OVERVIEW: Pathfinity.app is building an educational game arcade focused on our unique Learn, Experience, and Discover from a career-context pedagogy. We have already built the portal for the games dashboard and 1 new game: Career Bingo.

The next big opportunity for big thinking and redesign is focused on a physical board game that we would like to turn into a multiplayer, interactive game within Pathfinity.app. Currently, Challenge Cards and Role Cards are scripted around an Esports Organization but we have the opportunity to reverse engineer the concept into the game into many “industry-specific” rooms in Discovered Live! Arcade. For example: Esports Organization, HealthCare Startup, Sports Management & Talent Company, Plumbing Company, Electrical Company, Construction Firm, Engineering & Design Firm. Then the user picks which room they want to go into and all of the questions are centered around the same roles (Management, Operations, Finance, etc) and the various challenges that exist in the organization.

EXISTING GAME COMPONENTS:

1. Challenge Card - pathfinity-app\docs\DiscoveredLive\45 Auditor_Challenge.png
2. Role Card - pathfinity-app\docs\DiscoveredLive\49 Auditor_Role.png
3. Answer Key -

Challenge 45: Unexpected expenses are straining your budget. You need to identify areas where spending can be optimized without sacrificing team performance.

○ **Category:** Finance (CFO)

○ **Golden Staff Card:** ■ Auditor (Role Card #49) (7pts) +5 = **12pts**

○ **Synergy:** ■ Accounting +6 = **18pts**

DESIRED OUTCOME: We need to build a platform that is dynamic enough that we can easily spin-off many variations of the game design with OpenAI providing all of the content required for each industry specific room set-up. We need to think BIG and WIDE and PROGRESSIVE.