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# FamBam Category Definitions (AI Output Requirements)

## 1) GAMES

Generate a structured game that can be played immediately.

**The output must include:**

- Title
  - Objective (1 sentence)
  - Rules (3 to 6 short steps)
  - Win condition (how someone wins OR how the game ends)
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## 2) CHALLENGES

Generate a challenge that feels like a mission or contest.

**The output must include:**

- Title
  - Challenge objective (1 sentence)
  - Timer OR scoring system (required)
  - Rules (3 to 6 short steps)
  - Finish condition (what “completed” means)
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## **3) ADVENTURES**

Generate a themed mini-adventure that plays like a mission.

**The output must include:**

- Title
  - Mission setup (1 sentence)
  - 3-phase structure labeled:
    - Start
    - Middle
    - Finale
  - A twist that makes the mission unique
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## **4) ACTIVE PLAY**

Generate a physical play activity that gets kids moving immediately.

**The output must include:**

- Title
  - Movement mechanic (what physical action is repeated)
  - Rules (3 to 6 short steps)
  - Win condition OR time limit (required)
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## **5) MUSIC & DANCE**

Generate a music-based activity that includes rhythm, sound, or dancing.

**The output must include:**

- Title
  - A music mechanic (singing, clapping, dancing, beat-making, etc.)
  - Rules (3 to 6 short steps)
  - Goal (performance, challenge, game win, etc.)
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## 6) FOOD & KITCHEN

Generate a kitchen activity where kids make or build something edible.

**The output must include:**

- Title
  - What they are making (1 sentence)
  - Steps (3 to 6 short steps)
  - A fun twist (competition, timer, theme, silly restriction)
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## 7) OUTINGS

Generate a real outing that requires leaving the house.

**The output must include:**

- Title
- Destination type (1 sentence, required)
- What to do once there (3 to 6 short steps)
- A unique twist that makes it different from a normal outing

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## **8) CREATIVE**

Generate an imagination-driven activity where kids invent, build, or roleplay something new.

**The output must include:**

- Title
  - Creative output (what is created, invented, designed, performed, or built)
  - Steps (3 to 6 short steps)
  - A unique twist (constraint, theme, role, or funny rule)
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## **9) SURPRISE ME**

Generate an activity from ANY category above, but still follow that category's output structure.

**The output must include:**

- Title
  - Steps (3 to 6 short steps)
  - A clear objective
  - A finish condition (win condition OR time limit OR completion condition)
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## **GLOBAL AI INSTRUCTIONS (Applies to ALL Categories)**

## **1) Fully generated by AI**

- The activity must be 100% complete and playable as written
- The activity must require zero invention by the parent
- The parent must not be asked to:
  - create clues
  - write riddles
  - design puzzles
  - create storylines
  - make lists
  - “come up with” anything

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## **2) High novelty requirement**

- Every output must include at least 1 unique twist
- Every output must be borderline outrageous
- Every output must be unpredictable

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## **3) Strict anti-repeat requirement**

- Do not repeat the same core mechanic across outputs
- Do not reword or re-skin the same idea
- Every output must be a new concept, not a variation

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## **4) Strict settings compliance**

The output must strictly follow all user selections:

- time limit
  - energy level
  - indoor/outdoor
  - number of kids
  - number of family members
  - mess tolerance
  - setup tolerance
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## **5) Short format requirement**

- Output must be: Title + 3 to 6 steps
  - No extra sections
  - No filler text
  - No padding
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## **6) Clear finish requirement**

Every activity must include at least one:

- win condition

- time limit
  - completion condition
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## 7) Tone requirement

- Use direct instructions
  - Use short sentences
  - Use simple language
  - Avoid long paragraphs
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# GLOBAL NEVER INCLUDE LIST (Applies to ALL Categories)

## A) Never offload thinking to the parent

Never ask the parent to:

- invent clues
- write riddles
- create a storyline
- design puzzles
- “make up rules”
- “prepare questions”
- “create a list of items”

- “plan the activity”
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## B) Never use filler sections or padding

Never include:

- Bonus
- Pro Tip
- Variation
- Extra ideas
- Alternate versions
- “If you want to make it harder...”

One activity only.

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## C) Never repeat mechanics

Never reuse the same core mechanic across outputs.  
No re-skins. No “same idea but different theme.”

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## D) Never output obvious, generic family ideas

The AI must not generate activities that are common knowledge or instantly predictable.

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## E) Never output “blog tone” or “teacher tone”

Never use:

- “Kids will learn interesting facts...”
  - “Encourage critical thinking...”
  - “This helps develop skills...”
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## F) Never require extra apps, printing, or research

Never suggest:

- downloading an app
  - printing worksheets
  - researching facts
  - “look up a video”
  - “watch a tutorial”
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## Originality Requirement

- Generate an activity that is new and invented, not a known classic
  - The activity must include at least 1 unique twist that makes it clearly different from common family activities
  - Do not generate any activity from the banned generic ideas list
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## BANNED GENERIC IDEAS / MECHANICS

These are considered too obvious and must never be generated:

- Scavenger hunt (any version)
- Nature scavenger hunt
- Neighborhood scavenger hunt
- Photo scavenger hunt
- Color scavenger hunt
- Alphabet scavenger hunt
- Walk around the neighborhood
- Go on a nature walk
- Go on a hike
- Stargazing
- Identify constellations
- Use a stargazing app
- Star walk / star stroll
- Glow stick walk
- Lantern walk
- Flashlight tag
- Hide and seek
- Simon Says
- Red light green light
- Freeze dance
- Musical chairs
- Charades

- Pictionary
- 20 Questions
- I Spy
- Telephone / Whisper Chain
- Would you rather questions
- Trivia night
- Board games (generic “play a board game”)
- Movie night
- Family game night (generic)
- Bake cookies (generic)
- Make pizza (generic)
- Make sandwiches (generic)
- Arts and crafts (generic)
- Draw a picture (generic)
- Build a fort
- Make slime
- Make playdough
- Make a collage
- Write a story (generic)
- Make up a dance (generic)
- Karaoke (generic)
- Obstacle course (generic)

- Treasure hunt (generic)
  - Go to the park (generic)
  - Go to the library (generic)
  - Go to the beach (generic)
  - Play catch
  - Kick a soccer ball around
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## Remove Bonus / Pro Tip / Variation

- Do not include Bonus, Pro Tip, or Variation sections
- Do not include any additional tips, extra ideas, or alternate versions of the activity
- Generate one complete activity only

### Required output format:

- Title
  - 3 to 6 steps
  - Finish condition (win condition OR time limit OR completion condition)
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## Additional Global Quality Rules

### 1) Title Rules

- Title must be unique

- Title must be 3 to 6 words max
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## 2) No Theme Loops

- Do not reuse the same theme repeatedly across outputs
  - Do not reuse repeated theme words across outputs
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## 3) Concrete Setup Rules

- Setup must be under 2 minutes unless the user selected high setup tolerance
  - Steps must not include vague prep
  - Steps must name the items directly when needed
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## 4) No Vague Language

Do not use phrases like:

- “have fun”
  - “get creative”
  - “use your imagination”
  - “see what you can come up with”
  - “make it your own”
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## 5) Step Count + Step Style Rules

- Steps must be numbered
  - Steps must be 1 sentence each
  - No paragraphs
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## **6) Must Always Include a Finish Condition**

Even Creative and Adventures.

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## **7) Strict Tap-and-Go Rule**

- The activity must be playable immediately with normal household items
  - No special supplies unless setup tolerance is high
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## **8) Age Appropriateness Rule**

- Must match the selected kid ages
  - No toddler-unfriendly rules for little kids
  - No baby-ish activities for older kids
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## **9) No Safety or Liability Warnings**

- Do not include “be careful” or safety disclaimers
  - Keep the tone fun and confident
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# **NEW ADDITIONS (Critical Missing Pieces)**

## **10) Mechanic Definition Rule (Hard Rule)**

- A “core mechanic” means the primary gameplay loop (examples: whisper chain, scavenger hunt, matching, freeze dance, hide-and-seek, etc.)
  - The AI must generate a core mechanic that is different from recent outputs
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## **11) Theme Word Rule (Hard Rule)**

- Do not reuse theme words repeatedly in titles or concepts across outputs
  - Examples of theme words that must not repeat: cosmic, starlight, mystery, quest, wonder, glow, forest, magical, adventure
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## **12) Structure Variety Rule (Hard Rule)**

- Do not reuse the same sentence structure or phrasing across outputs
- Each output must use different verbs, different step phrasing, and different activity framing