

Disucssion 01/23/2026

Our Mission:

We empower future doctors to think, apply, and reason—not just memorise—by combining enjoyable competition with structured, progressive learning.

MVP scope

Target users

MVP must-have	Future development
<ul style="list-style-type: none">• 3rd year medical students learning pathophysiology at POTE	<ul style="list-style-type: none">• Anyone (Players and Admins/Educators)

Core game-play

MVP must-have	Future development
<ul style="list-style-type: none">• No matchmaking: Player vs. 2 AI or 1 device passed around 3 people• Internal Q bank on Pathophysiology• One map: 15 body parts (3 organs)• 2 stages of the game (territory allocation and attack/defence)• 2 types of question evaluations (time/accuracy, only accuracy)• 3 question-sessions for organ attack/defence while only 1 session in other body parts• Update territory state after each territory allocation or battle• Points awarded based on the results (number of territories taken)• No topic-based game	<ul style="list-style-type: none">• More maps: Variaty in organs, other species• Multiplayer matchmaking (PvP)• Topic-based games (e.g. kidney, blood, cardiovascular, all-included)

Learning model

MVP must-have	Future development
<ul style="list-style-type: none">• One subject only (Pathophys)• Simple-choice questions only• Fixed difficulty tiers• Reviewing of the Qs and As• No explanations after answers• Sentence based Qs only	<ul style="list-style-type: none">• More subjects• Other Q types: open text input, multiple Qs, T/F, relation analysis• Explanations for answers/ AI tutoring / feedback• Adaptive difficulty (tier categorisation of Qs)• Spaced repetition logic• Use of pics (e.g. ECGs), case studies, audio (e.g. heart murmurs)• Students can suggest questions which are reviewed to verify and added• Students can see verified notes of the subject

Motivation/Psychology

MVP must-have	Future development
<ul style="list-style-type: none">• Visual map taking during the game• Points awarding based on the match result (Clear win/loss)• Immediate feedback of the game• Friendship building (if device used to pass around for the game)• Real life workshops of the board game	<ul style="list-style-type: none">• Update of new content/Qs• Point-based ranking• Long-term progression systems, permanent territory award• Virtual world for rewards/building• Streaks or daily notifications• Rewards outside match outcome (certificate giving, MRT exemption from a real exam)• Punishment systems

Persistence & State (What is saved)

MVP must-have	Future development
<ul style="list-style-type: none">• Match result• Minimal player identifier, account info• Correct/wrong per question• Time spent on the game• No. of Qs answered• Points rewarded	<ul style="list-style-type: none">• Point-based tier for each user• Long-term inventories• User-customised setups (theme, colour)• Seasonal and life-time points differentiation• Bases / buildings in the virtual world

Analysis

MVP must-have	Future development
<ul style="list-style-type: none">• No. of matches/time spent per user• Performance changes over timer per user• Number of different Qs answered per user• Return rate (1 day – 7 day – 30 day)• Percentage of successful answers for each question (flag if 10%> and 90%<)• Demography of user (age, sex, Name of university/faculty, Nationality)• iOS or windows, android usage	<ul style="list-style-type: none">• Analysis also available to user• A/B testing

UI/UX

MVP must-have	Future development
<ul style="list-style-type: none">• Clearly show cause → effect• Be usable without tutorial• Reporting system (“contact us” interface)• Mobile adaptation prioritised over laptop• Simple sound effect• English	<ul style="list-style-type: none">• Support Hungarian, German then other languages• Support themes or skins (customisation)• Creation of original theme music

As for business model, MVP should be free, once the product is established, we can target educational institutions and individuals. Creation of multiplayer mode in the future might allow free and paid-version for an access to the multiplayer later.s