

# Technologies & Tools Explored

## Reference Document for Multiplayer Family Games Project

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### AI Image Generation Tools

These tools are recommended for creating visual mockups and concept art:

Tool	Purpose	Website
Google Imagen 3	High-quality concept art, game scenes	aistudio.google.com
Ideogram	Text-heavy mockups, UI concepts with readable text	ideogram.ai
Midjourney	Stylized, artistic concept art	midjourney.com
DALL-E 3	Quick concept visualization (via ChatGPT)	openai.com

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### Design & Prototyping Tools

Tool	Purpose	Website
Figma	UI/UX mockups, wireframes, interface designs	figma.com
Canva	Quick mockups, presentations, graphics	canva.com
Whimsical	Flow diagrams, game mechanics visualization	whimsical.com
FigJam	Collaborative whiteboarding, brainstorming	figma.com/figjam

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### Technical Stack (For Game Development)

Technology	Purpose
Web Apps	Cross-platform game delivery (browser-based)
Chromecast / Smart TV	Main shared screen display
QR Code	Player joining mechanism
WebSockets	Real-time multiplayer connectivity
Wi-Fi / Local Network	Same-room multiplayer synchronization

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### Document Tools Used

Tool	Purpose
Markdown	Documentation format (brief.md, concepts.md)
markdown-pdf (Python)	PDF generation from Markdown
Git / GitHub	Version control and collaboration

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# Summary

This project explored tools across three categories:

1. **Visual Generation:** AI tools for creating game concept art and mockups
2. **Design:** Professional design tools for UI/UX and flow diagrams
3. **Development:** Web technologies for multiplayer game delivery

All tools listed are either free-tier available or have trial options for concept development phase.

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