3-5 Implications

1. Implication (Abstract Functionality) Show what the user’s friends think of games [review scores, whether they own it or not]
2. Implication (Abstract Functionality) Show openings in the user’s schedule that they could use for gaming
3. Implication (Abstract Functionality) Show if the user’s friends are online and if they’re playing a game
4. Implication (Abstract Functionality) Show games that can be played with session times that match a user’s current time allowance
5. Implication (Abstract Functionality) Divide games based on their mood content [exciting, slow, competitive]

Ideas (75+):

1. Big panel with calendar, recommendations, friend status etc
   1. App with timer with how much time left to play
      1. Friends can see the timer
      2. Overlapping free time timer [has the time available to all friends]
   2. Calendar that shows free time in your day for games
      1. App like a planner but for games
   3. List of what your friends are playing and when they are playing games
   4. Panel has widget
   5. Status bar or light per friends (available, busy etc)
2. List of games they find relaxing, or some mood
   1. Social Board where friends can recommend other cool games
   2. Metacritic but only with your friends review
      1. Friends can add tags to games, like emotionally invested, relaxing, hard etc
      2. Like Metacritic but instead of just review scores it also shows multimedia [articles, videos, etc]
      3. A section that pulls popular game play or review sites
      4. Separate rating stars for bugs, story, etc., so you can accurately rate a game with a great story but poor performance at the moment that might be patched eventually
   3. A filter of games based on how much time you have 10, 15 min etc
   4. Color wheel of moods
      1. Find specifically users that want to play competitive or want to play casual
   5. Random game picker
3. Group chat that also pulls in everyone's game libraries so you can see what you play
   1. Finds the games everyone owns and lists them for multiplayer
   2. A voting system built in for choosing a game
   3. Section that just lists different levels of multiplayer games, 2 player, 3, 4 etc
   4. Section that lists different modes in the game and how many players can play each mode
   5. A way to save a list of games you want to play with friends before the next time yall play, to remind you
   6. Find deals on multiplayer games
   7. Group wishlists for multiplayer games
   8. Notification when the number needed for a full team is online on a group chat you are in.
   9. Section for upcoming DLC and expansions for favorite games, or group games
   10. Group funding of future games [like Kickstarter for friend group to buy next game]
   11. Machine learning app that scans your chats with friends to see common interests of games you might have
   12. A simple app that everyone in friend group pushes a button when they’re available, sends an urgent notification that isn’t silent even on do not disturb so everyone gets the notification immediately
       1. Smartwatch app that buzzes when your friends are available to game [push button on watch to activate it, when everyone activates it vibrates for everyone else]
   13. An app that connects to Playstation, Discord, etc. voice chat to notify you when your friends are in a voice chat
   14. A live scoreboard of your friends scores and yours for a specific game or mode( customizable)
   15. A Reels system for best or worst highlights of a person or a team within a specific game in a group chat
   16. List of party/large group games (like mario party, jack in the box)
   17. Guilds: Like friends list but for more general people, maybe based on similar game play strategy
   18. A way to add friends to your display board on different levels, close friends see schedule, more distant only games in common etc
   19. A way to share live progress/stats of your game with your friends (rank, game % completed,etc.)
4. App that shows which games are “transit-friendly” on portable consoles [short playtime, autosave, etc.]
   1. A way to rank games based on how much attention they require idle games to dark souls scale
   2. Find games that are technically different but are somewhat similar in gameplay [Jedi Fallen Order, Dark Souls, etc]