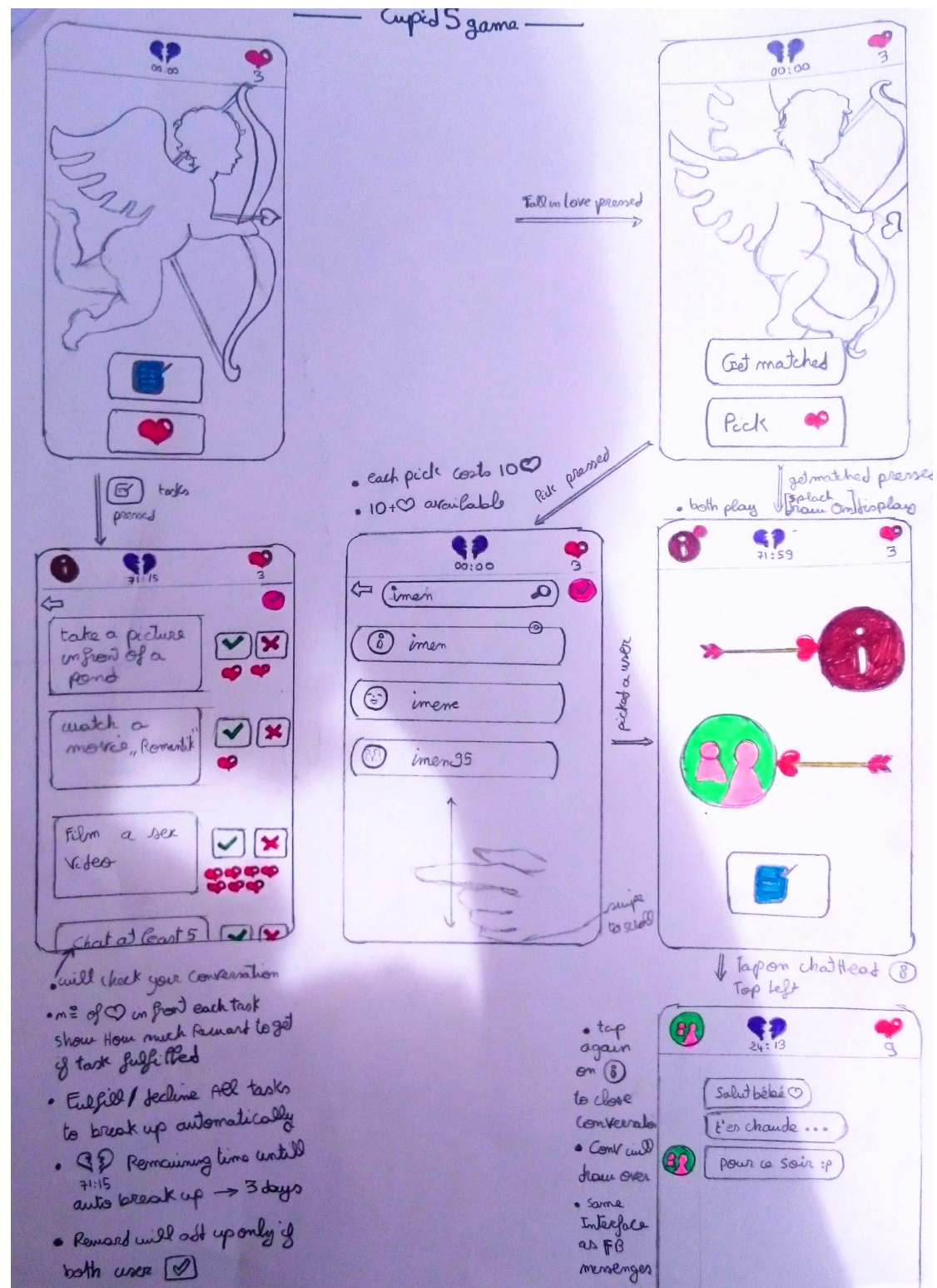


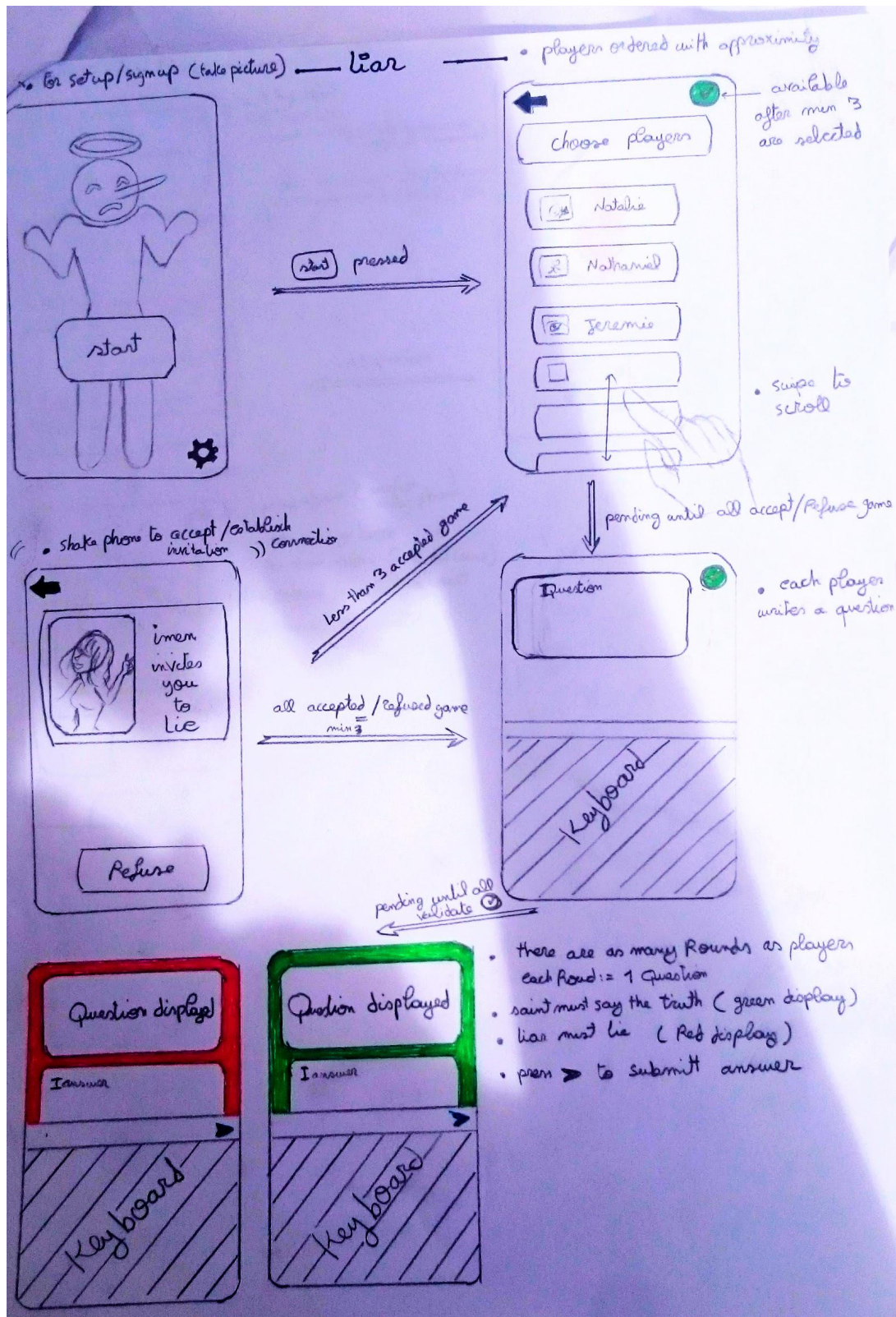
Cupid's game

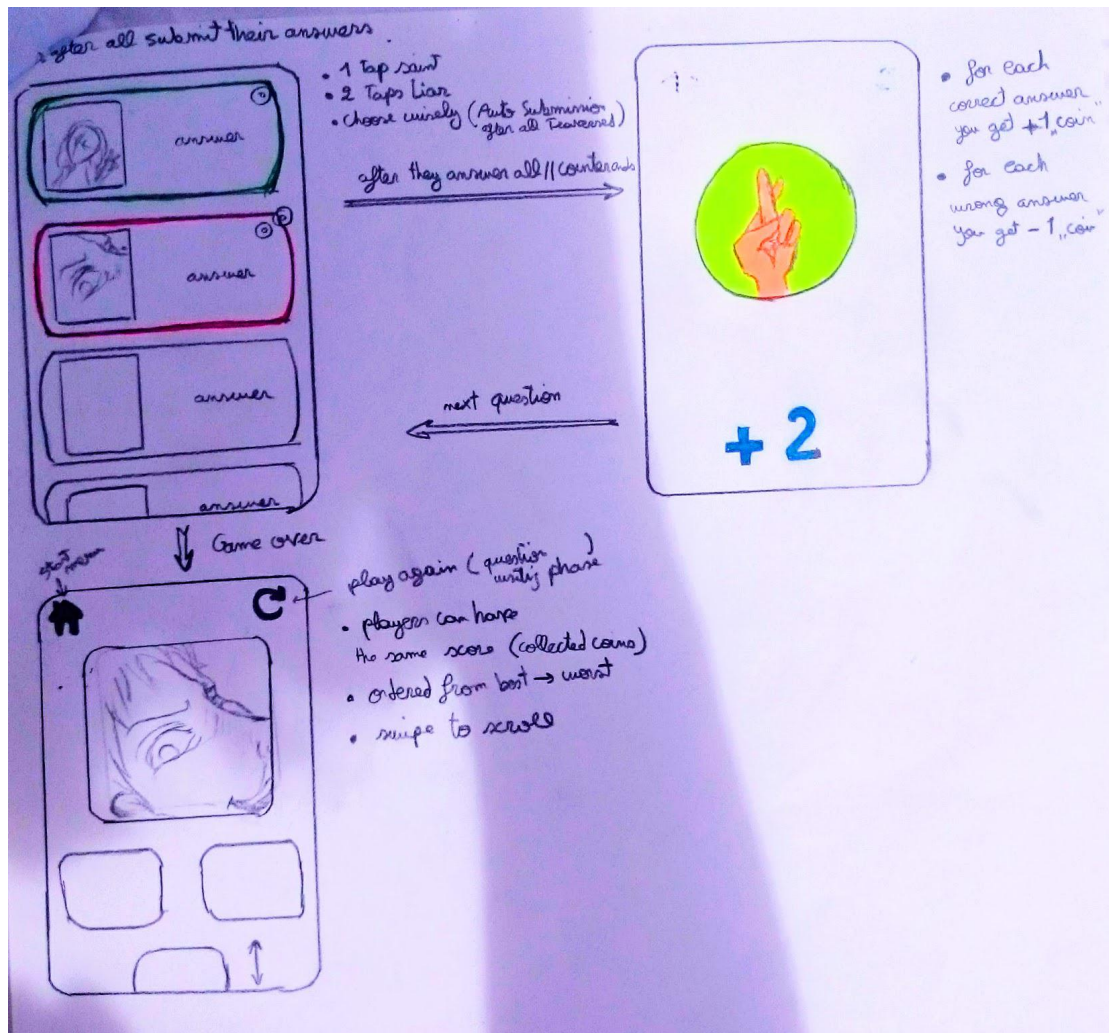
User's are Randomly matched according to their location (if you move elsewhere you get matched with different users in that area) they become "Lovers" they have some tasks to achieve their relationship can go up to 3 days or they can skip the tasks/ achieve them in short time and their relationship ends automatically they collect "love points" with them they can choose with whom they get matched from the data base regardless of the location



Liar:

Choose players to play with according to their approximation then the other players have to shake their phones to accept a play request then each one of them writes a question then the game starts : players are chosen randomly who is (the liar in this moment and who is the saint (the one who must say the truth)) to the questions each one submitted (getting to know each other starting as friends or getting closer and become good friends in the end) players get to choose who said the truth and who lied -> correct answers are rewarded with "liar points" and winner is the one who knew who lied/ said the truth the most.



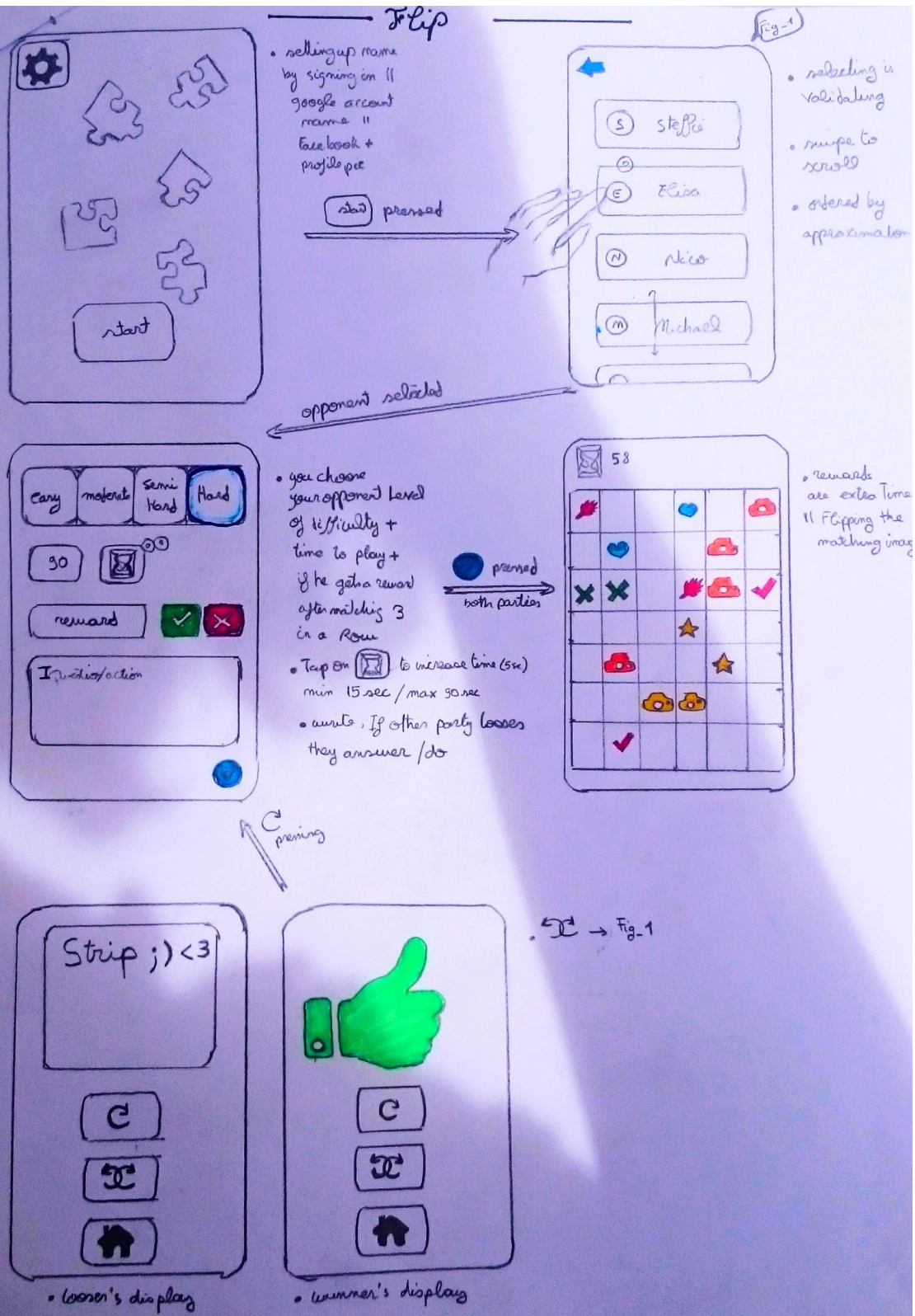


Flip:

You get to choose whom to play with but they are filtered according to their approximation
 But the opponent is the one who chooses your level of difficulty and how much time you have to match the pictures and if you get a reward or not and each player writes either a quest or a question that the loser needs to accomplish or answer (you can be friends and go easy on each other or you can be such a resentful person to only give the most difficult to you opponent)

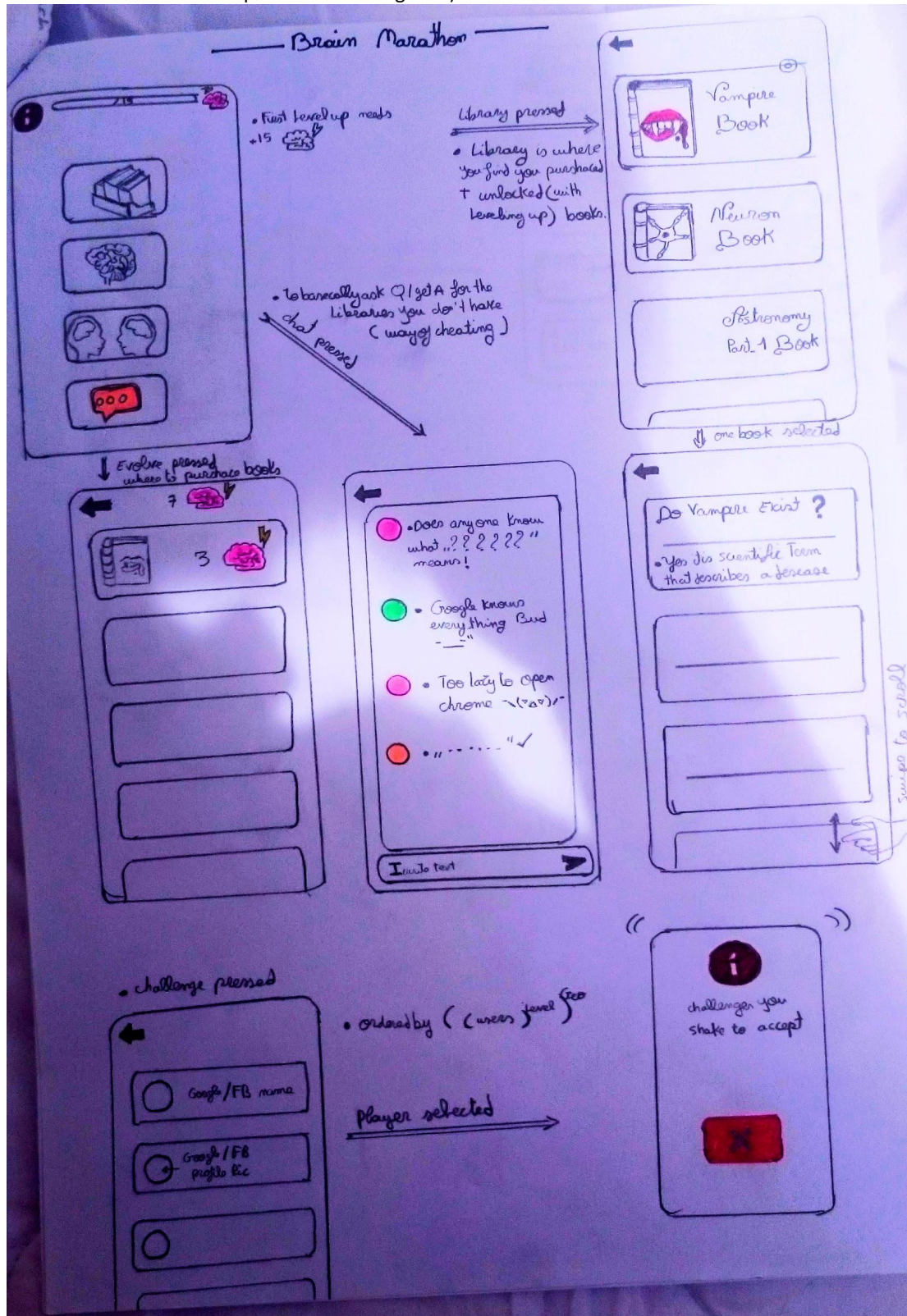
Flip

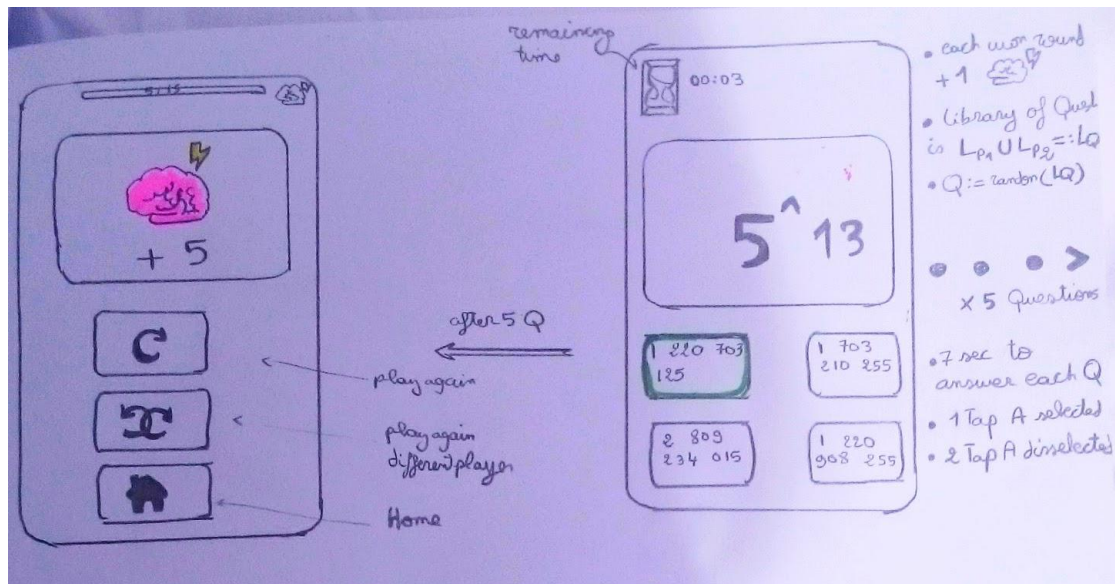
Fig-1



Brain marathon:

You challenge the users near you they are ordered through their approximation you answer 5 question each question must be answered in 7 sec . the questions are chosen from the books that you purchased or unlocked while levelling up (it doesn't matter if you have that library or not if one of you has it then you're going to be asked questions from it) but you can ask others in the chat room about the answers to those questions so if they come again you have you chances ;) (establish friendship and intellectual relationships with with this game)





Stalker:

You establish a profile (real name hidden from others user name and profile picture that mislead others country, address, study field and library where you upload pictures songs visited places that can give hints on your identity and your mood of the day) others get to guess who you are (they are located in the same place so for example if you choose to guess someone while you are in a lecture for games engineering students so you pretty much guessed the study field and have a general idea on whom it may be) (get to know each other build friendship in real world and share common interests) and if someone so mysterious and got on your nerves you can reveal their identity with enough points.

Stalker



mood of the day (you can change your mood both ways
→ this is only for rapid access

- all changes applied only after validating everything they appear ✓

⊖ or ⊕ denotes Tapping in all sketches
⊕ denotes selecting

set profile pressed

←

⊖ ⊕ I Type your username

I Type your real name

library

Default country of origin

Default study field

I Type your address

default mood

↓ mood of the day pressed ↓ mood icon in profile settings

←

😊

😊	😊	😊
○	○	○
○	○	○
○	○	○

- you practically get +1 ⭐ each day by selling up your mood

- photos / songs / visited place help to give hints on who you are or to deduce from your identity (up to you :))

library pressed

←

Photos

Songs

Visited Places

↓ origin country pressed

←

⊖ ⊕ Alice

Wolfgang

Library

— Default —

⊖ ⊕

top launcher to exit choices

↓ photo pressed

←

⊖ ⊕

choose from photo album

↓ study field pressed

←

⊖ ⊕ Alice

Wolfgang

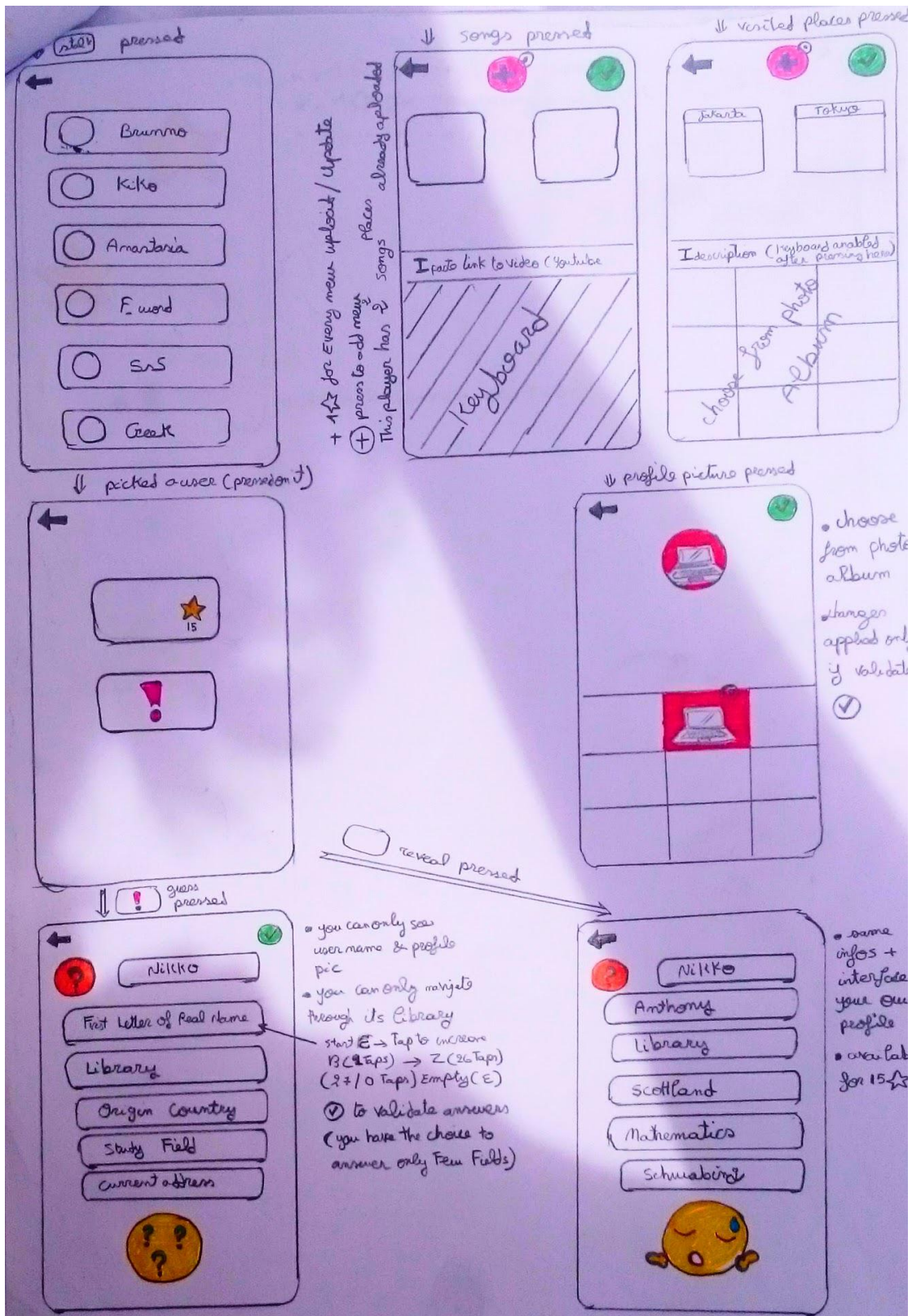
Library

Deutschland

— Default —

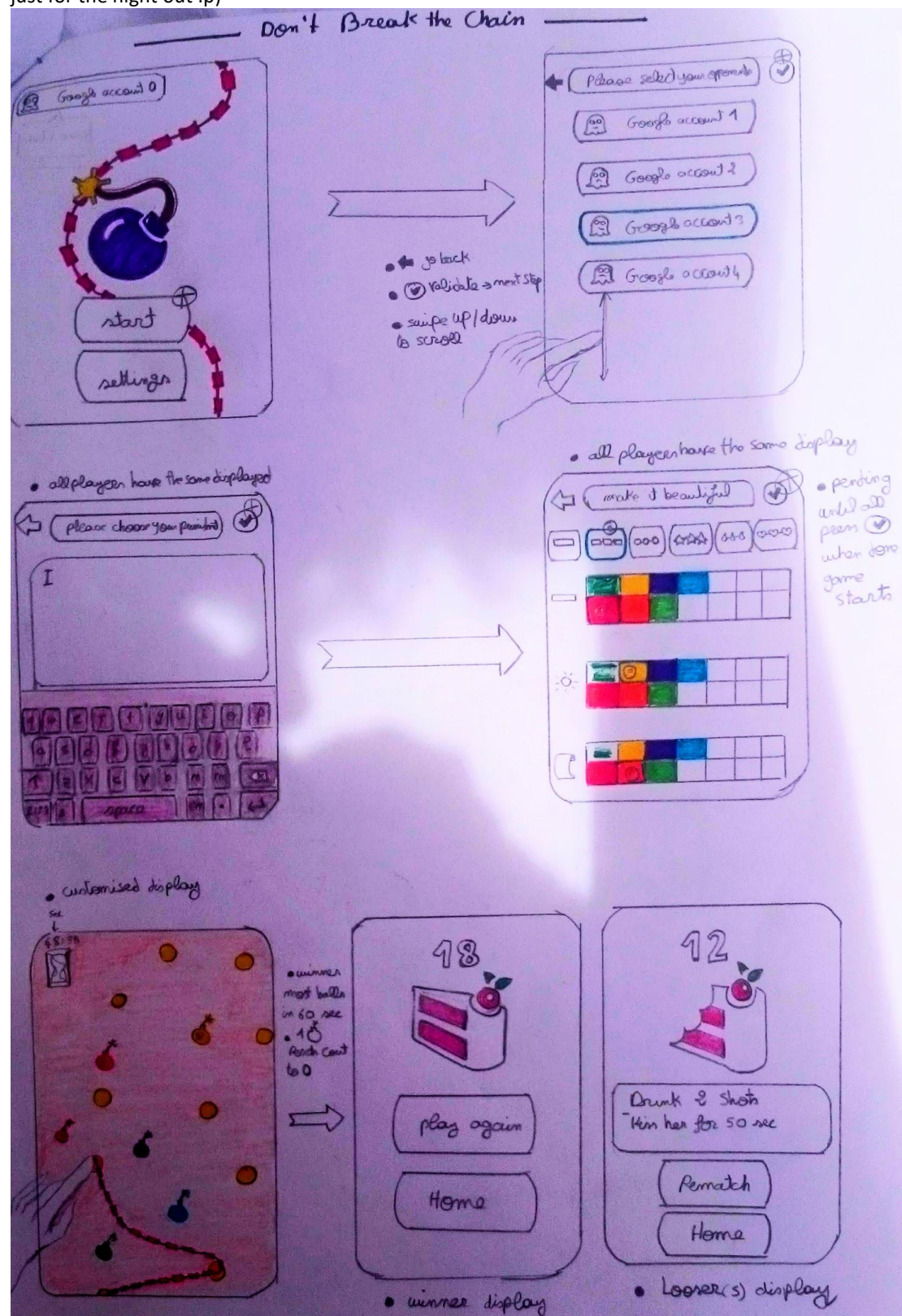
↑ ↓

vertical swipe to scroll



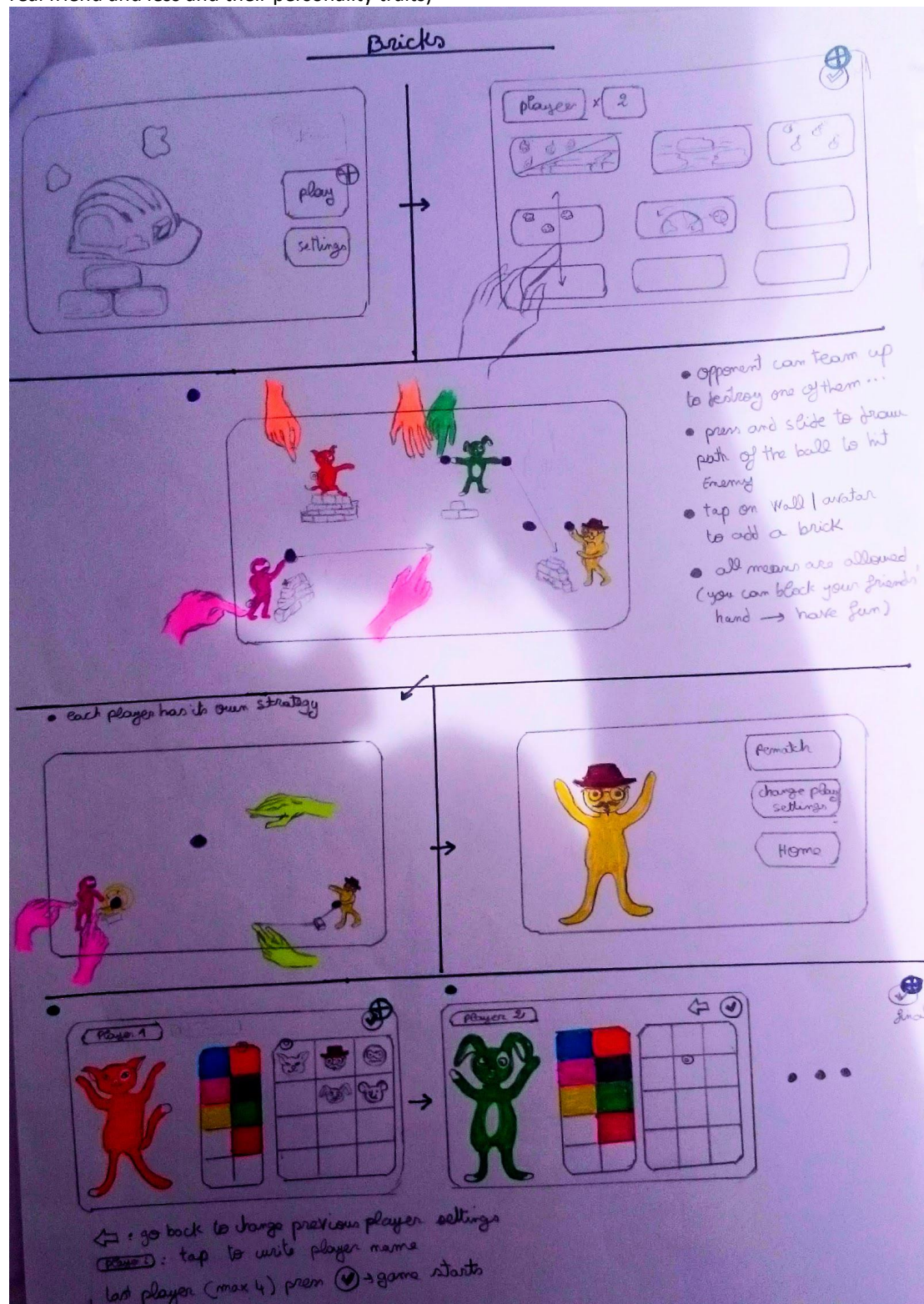
Don't break the chain:

You get to choose whom to play against as usual select from approximation and choose the punishment for the loosing party . then you get to choose you preference in the game. (you can be mean, innocent, kinky, nice .. reveal your true identity and build real relationship with this game or just for the night out :p)



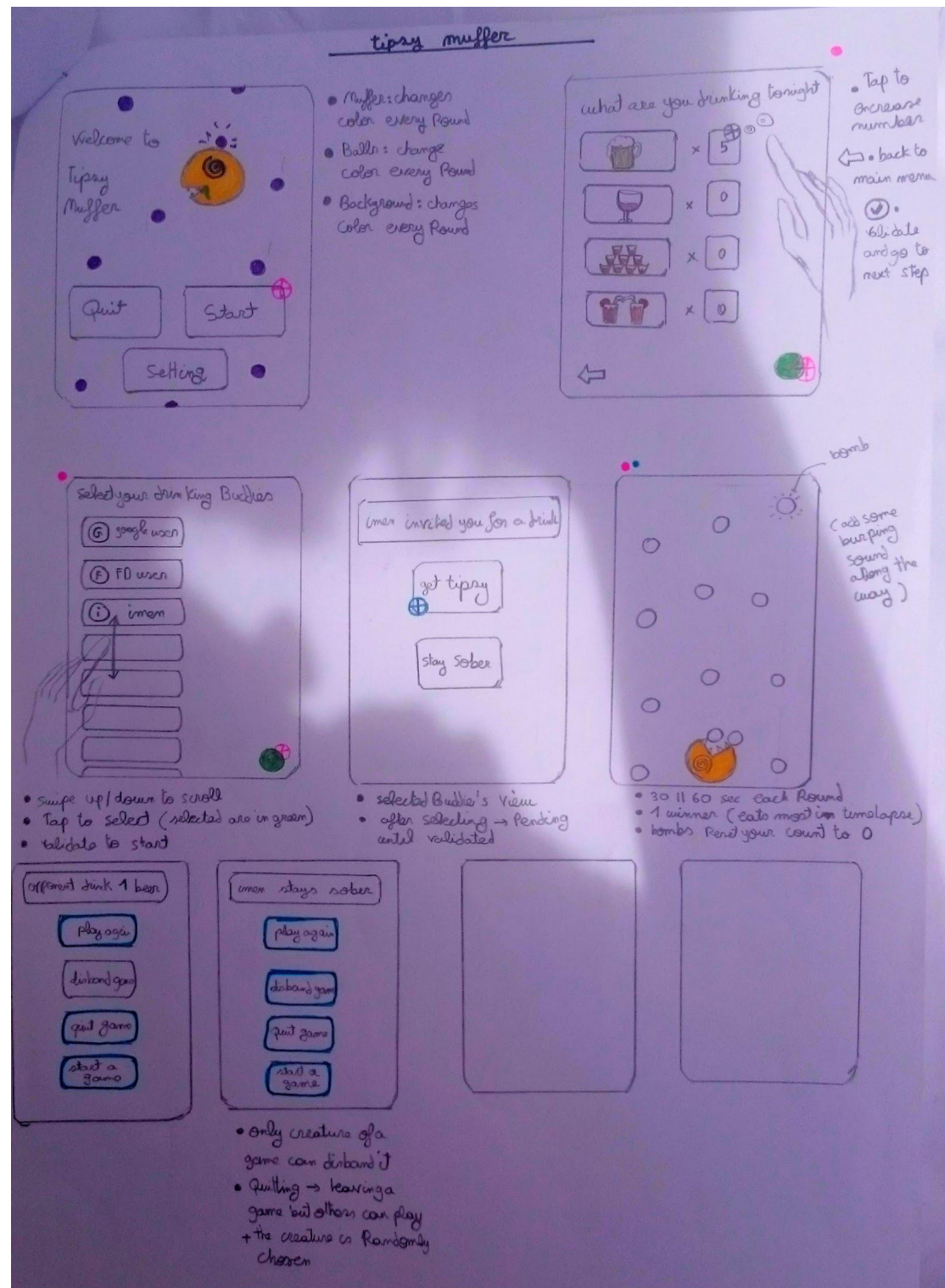
Bricks:

You can choose the default background that will change the environment where you play your game (it is played with 4 people they have to be near you (geo loc)) you get choose your avatar to differentiate between the players. Game: you have to build a wall and break other's the winner is the one that it's wall survives the latest (the game actually shows different aspects of a person -> they strategy of playing enemies can team up against other players and then turn their backs to each other it can even lead to a fist fight to prevent other players from playing :p so it basically shows who are real friend and less and their personality traits)



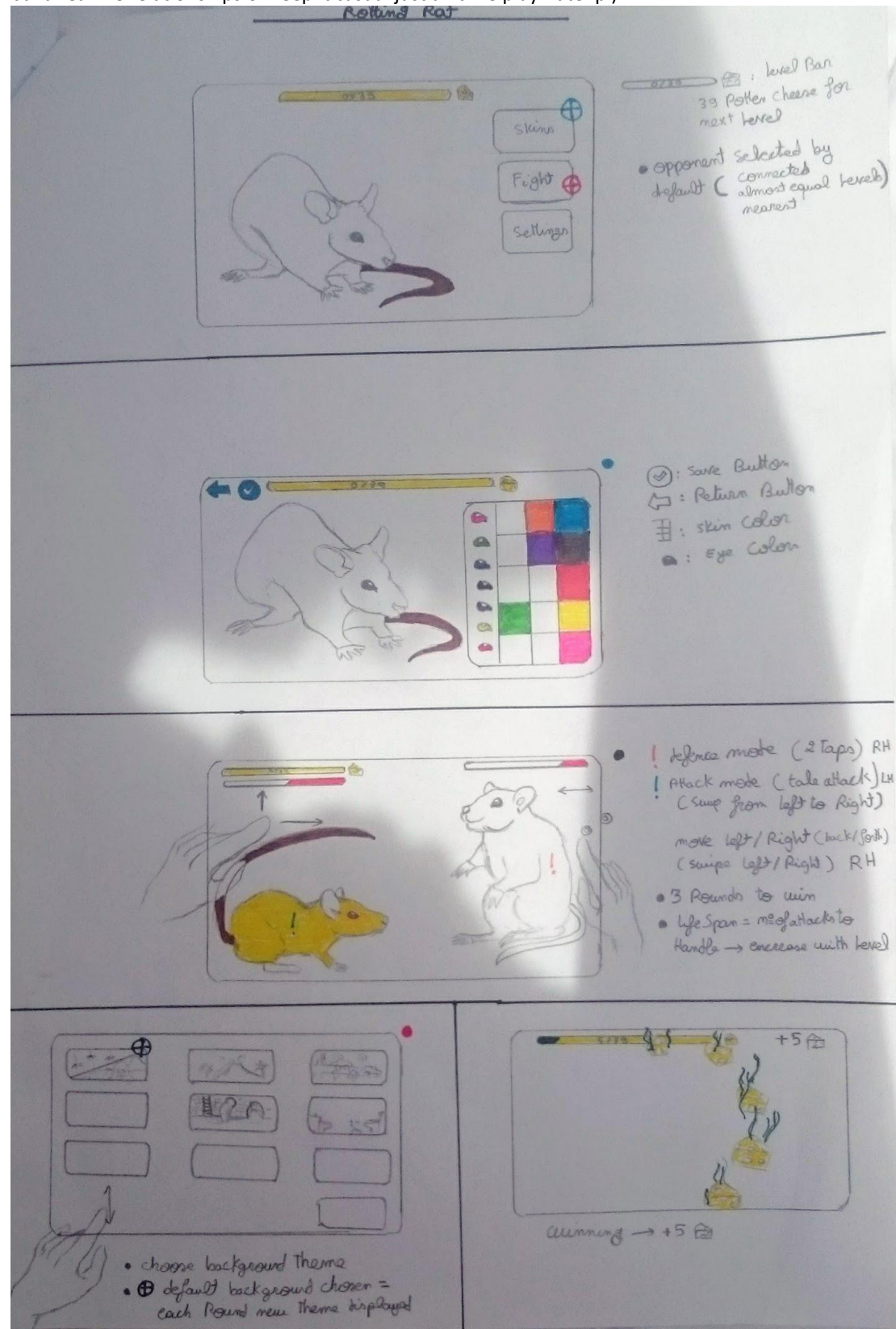
Tipsy muffer:

Have fun with a drinking game it chooses who stays sober and who drinks and how much after entering what they're going to drink and how much (only friends that are in the same room can play it and drinking buddies) it can be played at a bar, in house , or even at the park (have fun while having your vision blurred :p)



Rotting rat:

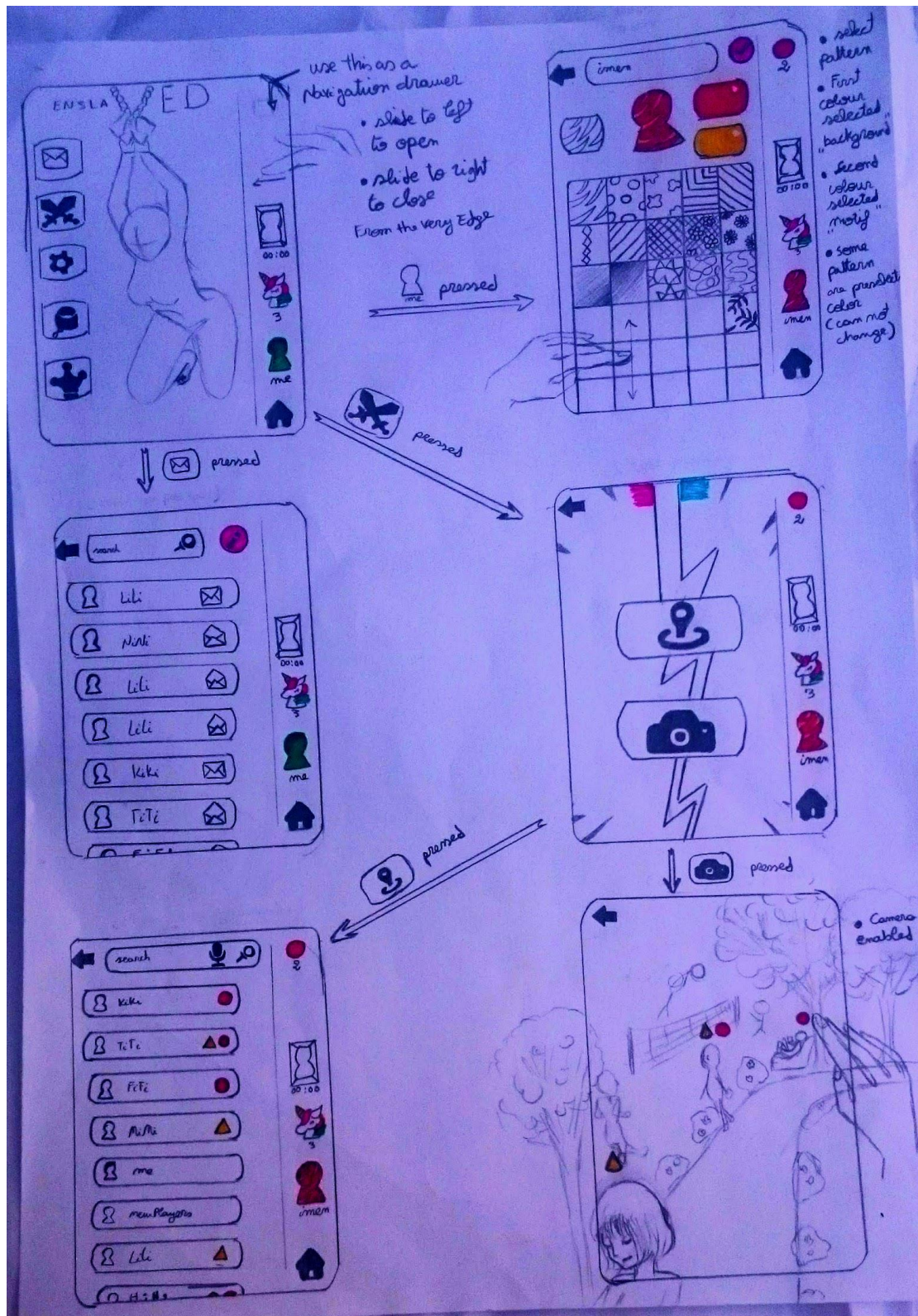
As usual play against the ones near you anywhere basically, choose your preference for background and rats skins, and choose your game play (play with friends or unknown people for the heck of it -> build real life relationships or keep it casual just a 1time playmate :p).

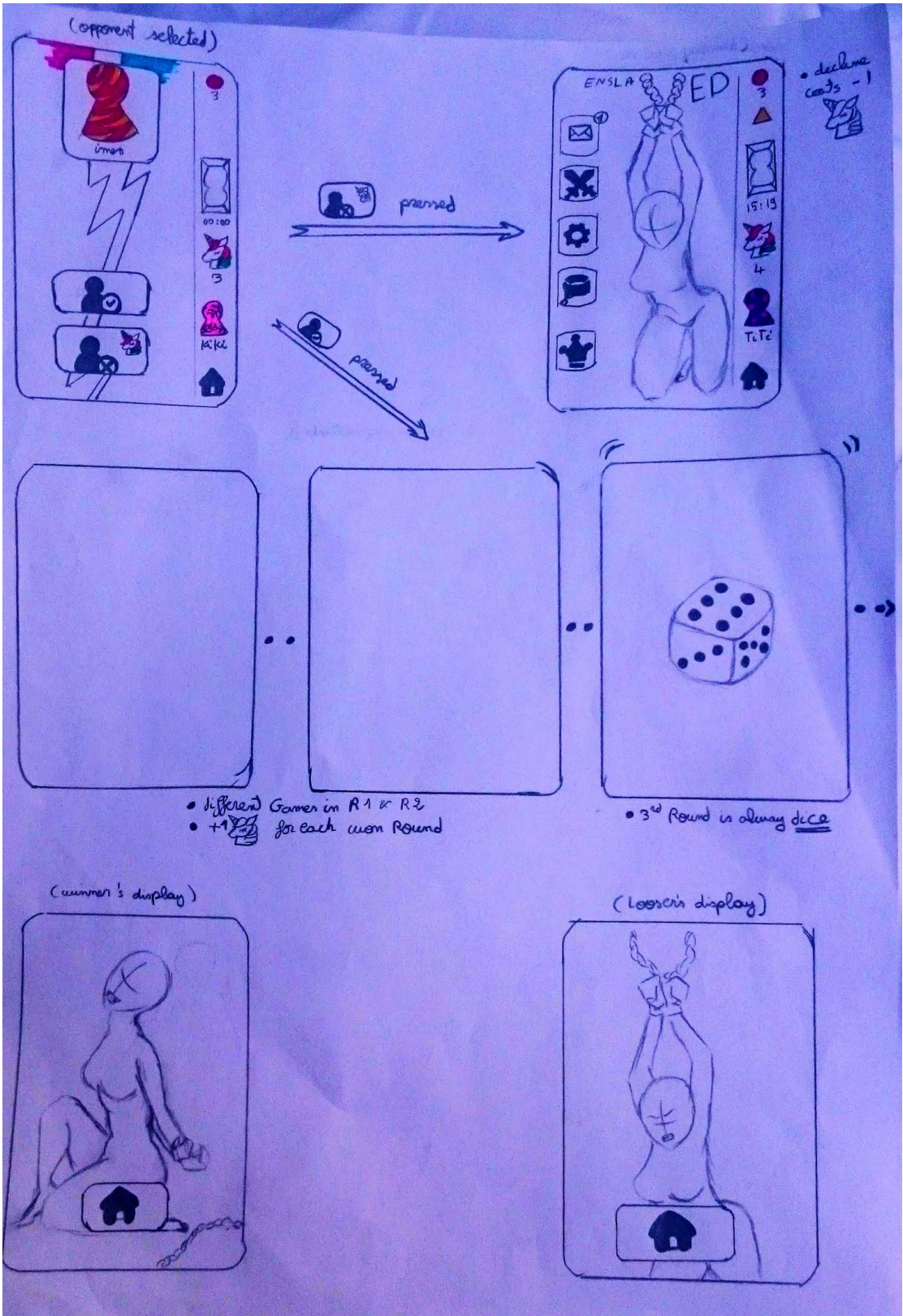


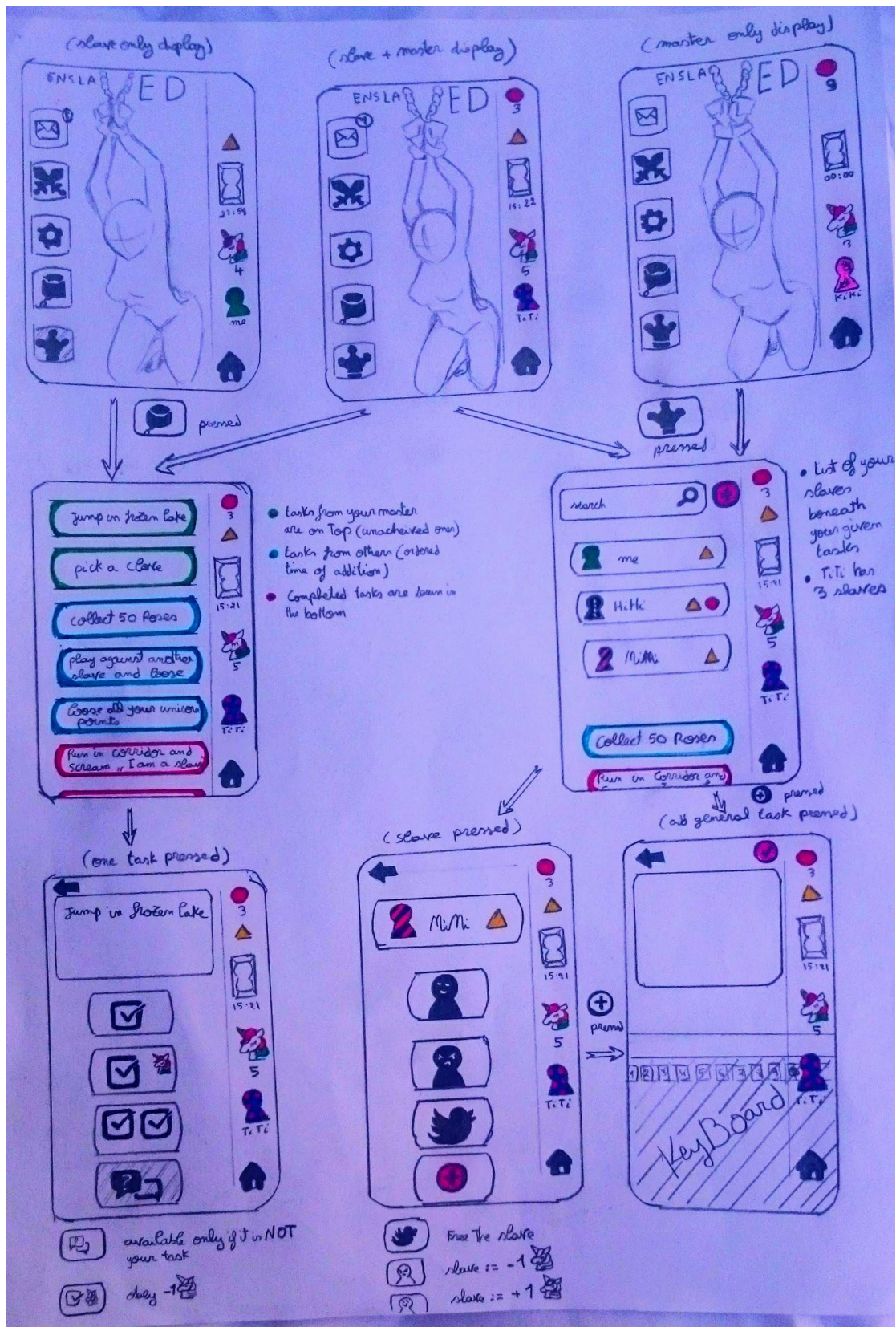
Ultimate idea <3 :

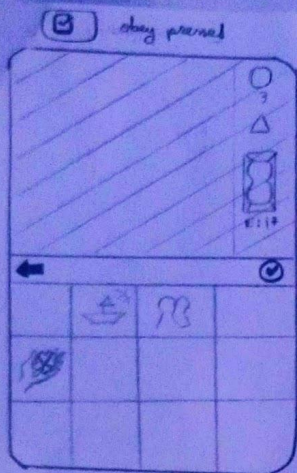
Enslaved:

Build avatar choose preferences , and challenge nearby strangers/friends to a dual where you play 3 simple games and the third game is always a dice game. You get to choose your opponent from a list ordered by approximation or just enable the camera and select the players that you see in your view by clicking on their slave/master icon you have to accept the challenge otherwise you pay a penalty the looser is the slave where he gets to obey the master for at least 24h if he doesn't achieve the tasks given by the master(they can be from the easiest tasks to pluck a flower to climb the Everest) or if the master doesn't release him or help him by giving out extra points. (the game shows the masochist and sadist traits of the users, their innocence, their grieve, their lust for revenge, and how they seek to be ultimate master) slaves and masters can help each other by giving out hints and communicating in the mailbox, and slaves can achieve a task together and they all get rewarded.

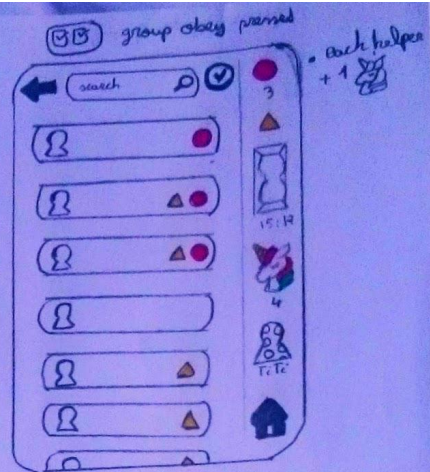
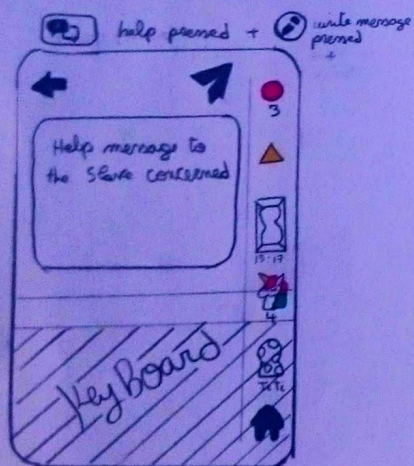




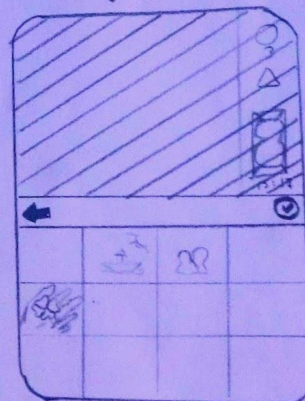




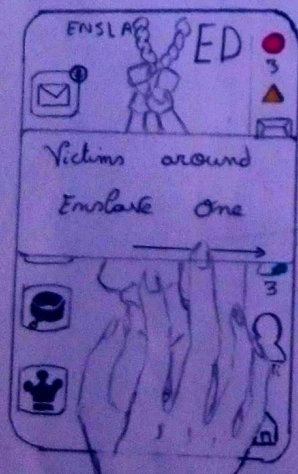
• choose from Photo Album



↓ pressed



• choose from Photo Album



• Notification pop up when players around located slide to Right to dismiss