



# Game Project Inspiration

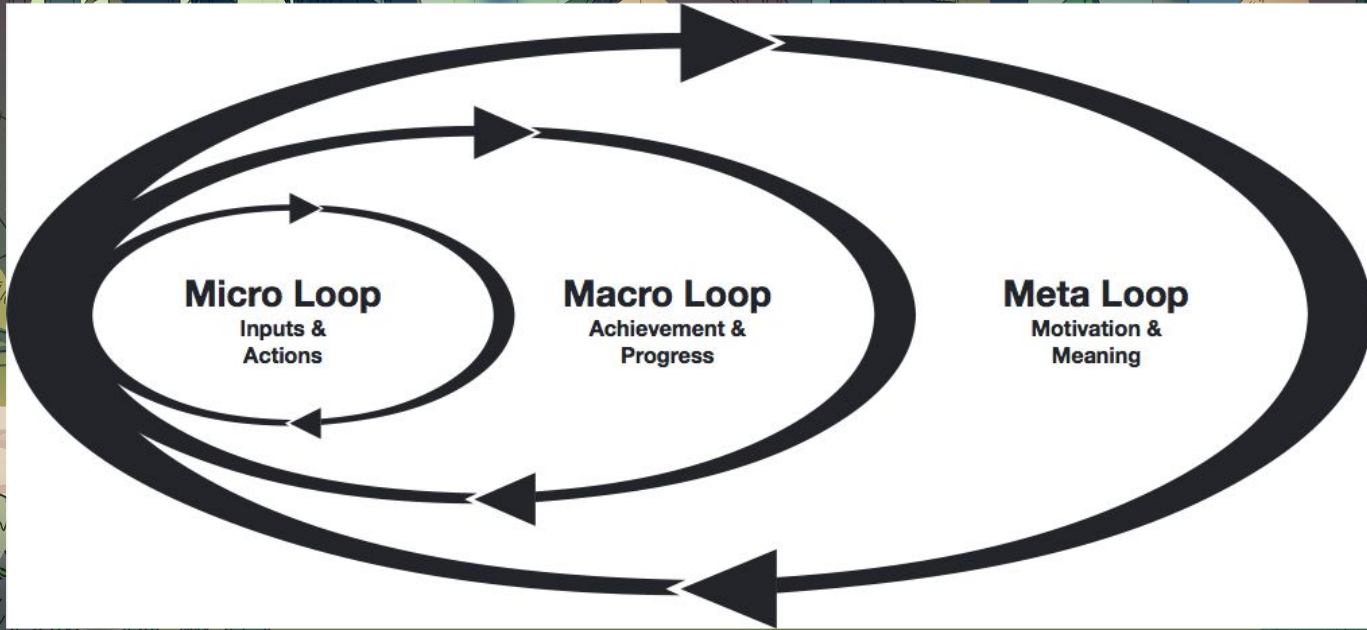
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Design your mechanics





Guiding Idea









# Guiding mechanics







It is terribly tangled. I should help them.



Build on your mechanics  
(and don't overdo it)



Let's chat!

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