Questions:

1. Do you want us to create a board game from scratch or enhance the gameplay of an existing one?
2. Should the game be educational, entertaining, or both?
3. Would you like AI-driven features, such as chatbots or virtual assistants?
4. Would you prefer QR codes or NFC tags for digital interactions?
5. How important is portability for the game?
6. Should the game teach ICT-related concepts?
7. Should the game be developed for multiple platforms?
8. What programming languages or frameworks should be used?

Note (Petra):

From scratch.

We get to chose depending on the target audience if the game is educational or entertaining. Make it fun an accessible. If ai needed, do use (chatbot etc.) NFC tag is preferred over qr but she does not mind. Make the game portable. Not necessary to make it ICT related. Just make it work, Petra does not care what programming language we use. Web app would be smart cuz playable on all devices.

Could focus on accessibility for users with impairments. Think about the difficulty level relative to the target audience.

Note (Maikel):

Not necessary to invent a complete new game. Taking inspiration and changing it is a good idea. Make the target audience and the goal clear. Its up to us to make it educational, entertaining etc. Ai chatbots could be helpful. It comes with risks of ai not understanding the game well. Creativity or thinking games could have ai. Qr code is cool because it is recognizable. Nfc is a more logical action that lets the digital thing happen. Game should be somehow portable. Some installation (set up) time is ok to have. No requirements for a programming language. The game should be easy to access and play. Someone who does not have any ict knowledge should easily be able to play it.