

</> REBOOT ARCHITECTURE

Storytelling, prompting, gameplay,
game mechanics, ideation,
prototyping, testing, iteration

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REBOOT GAME ARCHITECTURE OVERVIEW



FREE

No GPS, no maps.
Indoor or
online game.



GPS

A level only
activates when
the player is
physically at the
saved location.



GPS FREE

The map is active
and coordinates are
visible, but the player
does not need to be
on location to
activate a level.



GLOBAL TIME LIMIT

Maximum time to
complete the entire
game. If it expires:
game over.



INSTANCE

A game can be a
copy of another,
reusing all its
existing data, but
with its own name.

LEVELS

Game units – three types
with their own mechanics

STANDARD



Question with
multiple options.
Each answer has
a point value.
There is no single
correct answer.

INTERSECTION



No question.
The player passes
through it and may
receive bonus
points. Used to
provide information
or mark stages.

HIDDEN



Does not appear
in lists or maps.
A surprise level.
Only reachable in
sequential mode
after solving the
previous level.

POPS



Specific message
for each chosen
option. Tells the
player whether they
were right or what
their choice implies.

INFO END



General message
shown after
answering, the
same for all
options. For hints,
extra facts or
building intrigue.

OVER



A video can
serve as the entry
to the level.
The player must
watch it completely
to activate the
options.

CHARACTER ASSIGNMENT



A level can be
visible only to
certain characters.
Others will not see
it in maps or lists.

LEVEL TIME LIMIT



Countdown from the
moment the level is
activated. If it expires
without an answer:
game over.



CHARACTERS

The role the player takes on

IDENTITY

Name, description and skills that give
the player context within the narrative.

EXCLUSIVE ACCESS

Each character can see levels others cannot.
Creates different experiences within
the same game.

GROUP PLAY

Different players with different characters
see different levels. Collaboration is
needed to complete the game.



SCORES

Progress and recognition

RANKS

The player earns a title based on accumulated
points. At least 4 ranks from 0 to the
maximum possible score.

PARTIAL SCORING

No single correct answer. Responses are
valued according to how close they are
to the best option.

MOTIVATION

Climbing ranks, earning the final reward
and achieving the game diploma.

GAME AI

Intelligent assistant inside the game

- **ASSISTS WITHOUT REVEALING**
Answers questions about the game topic but
never gives away any answer directly or indirectly.
- **OWN PERSONALITY**
Has a defined name, role and character.
Behaves as a character integrated
into the narrative.
- **PRESENT IN LEVELS**
The player can consult it from inside each level.
It knows the game context and the levels
already solved.



SOCIAL AND DIPLOMA

Communication and recognition between players

MESSAGING



Players can send
messages to each
other. Group
conversations can
be created within
the game itself.

DIPLOMA



On completing all
levels within the
required time, the
player receives a
personalised diploma
with their score.

MASTER CONTROL

Real-time management of sessions and players



USER MANAGEMENT

Real-time player
monitoring. Allows
adding, editing and
managing users.



SESSION CREATION

Creates an independent
session of a game with
its own configuration
and settings.



TIME MANAGEMENT

Game pauses and
time control for
sessions and
individual players.



MASTER CONTROL

System that allows
close monitoring and
full control of the game
and all its sessions.

Designing Meaningful Games

Stories are old. They carry patterns that people recognise instinctively: tension and resolution, the unknown threshold, the character who changes.

Narrative frameworks such as the Hero's Journey have shaped human engagement across cultures and centuries because they map experiences that feel universally true. Strong game design builds on these same structures, using narrative progression, dramatic tension, and emotional stakes to create experiences that feel coherent and meaningful, not arbitrary.

1

Design must also be grounded in context. A game cannot be created in the abstract. The designer must know the target group: who the players are, what their background and motivations are, what they already know, and what they need to discover. The designer must equally know the subject of the game, whether that is cultural heritage, social justice, AI ethics, science, or another field, with enough depth to treat it accurately and responsibly. A game responds to the people it serves and the topic it explores. Without that clarity, even technically polished games miss their purpose.

2

From this foundation, the process moves through an iterative design cycle: ideate, prototype, test, and iterate. Ideas are shaped into a concept, then translated into early prototypes, tested with real users, and refined through repeated cycles of making, feedback, and improvement. This is not a linear sequence. It is a loop that continues until the experience becomes both playable and genuinely meaningful.

3

4

To move through this process well, a broad set of competences is required. Critical thinking allows the designer to question assumptions, define problems clearly, and make sound decisions under uncertainty. Subject literacy ensures that the content is accurate, grounded, and credible. Media production skills, covering video, audio, and sound design, allow the game to become immersive and expressive beyond text alone. And AI prompting has become a new and essential competence in this landscape.

5

Prompting is the practice of formulating clear, context-rich instructions that guide a generative AI model toward a specific response or creative output. The richer and more precise the prompt, the better the result. It is not a technical add-on: it is a creative and strategic design skill in its own right.

6

What the player ultimately experiences appears simple. One question, one scene, one moment of decision. But what appears simple often hides a complex collaborative process. As Master Aldo said in Rome, there are 80 people behind the scene. That expression captures something essential: a strong game is the visible result of invisible layers of thinking, writing, testing, producing, editing, and refining. Behind the final player experience stand narrative design, facilitation, subject expertise, technical development, visual language, sound design, media production, and increasingly, AI-assisted creative work.

7

A strong game emerges when story, audience, knowledge, creativity, media, and iteration are intentionally brought together and continuously refined. Game creation is not a linear act of content delivery. It is an interdisciplinary process in which all these dimensions must work together, and none can be removed without diminishing the whole.

LITERACY

critical
thinking

subject
literacy

REBOOT

HOW A REBOOT GAME IS CREATED

Story, audience, subject, prototyping, and production

1 FOUNDATIONS

- Understand how games are created
- Stories are old patterns
- Hero's Journey

Strong games build on narrative structure, progression, tension, and meaning.

2 CONTEXT

- Know the target group
- Know the subject of the game

A game must respond to the people it serves and the topic it explores.



Design improves through cycles of making, feedback, and refinement.

4 CORE COMPETENCES

- Critical thinking
- Subject literacy
- Media production: video, audio, sound
- AI prompting

AI

AI prompting = the input, instructions, or queries given to a generative AI model to guide a specific response, action, or creative output. Clear and context-rich prompts produce better results.

5 REALITY BEHIND THE GAME

Master Aldo, Rome:
‘80 people behind the scene.’

What the player sees is only the visible layer of a much larger creative process.

6 FINAL SYNTHESIS

A STRONG GAME EMERGES WHEN
STORY, AUDIENCE, KNOWLEDGE,
CREATIVITY, MEDIA, AND ITERATION



CREATIVITY MEDIA

ITERATION