

- 1) Start with huge, world board
  - a) Whole board is either shown somewhere on screen or there's an option for the player to see whole board
- 2) Drop player on the board somewhere close to their actual location
  - a) If actual location can't be determined, drop in random location
- 3) Give player letters and allow them to make words
  - a) Made words must be somewhere in the PanLex database
    - i) Language doesn't matter
    - ii) How about a "contribute a word" function?
  - b) Letters will be given in all types of scripts, but players will have a certain, limited amount of times they can switch out a letter
    - i) Players are given additional limits if they think up a unique word
      - (1) A unique word is a word that shows up in the PanLex database less than a twentieth as many times as the most common word shows up
        - (a) Since the word may not show up in PanLex correctly, we would need to normalize the word
          - (i) We can then check the original word with the word in the PanLex database to see if there are differences
            1. If there are differences, flag the word in the PanLex database
        - (2) Can make up other ways to get limits, such as contributing to PanLex in some other way?
- 4) Eventually player will move around the map and be able to see other players who play in languages that they don't know
  - a) Super fun!
  - b) Players can learn other languages!
    - i) Maybe players can look up translations of words on the board
  - c) Players can memorize placements of letters/symbols and use them themselves (if they're feeling daring, since how do you connect a word in Latin script to a word in Devnagri script? :O )
    - i) 'Course, if you're trying to work off another player's words and they put words in Devnagri, you have to learn Devnagri! :O
- 5) Whenever player plays using the same IP address, they will be dropped in the same location
  - a) They can move from there as long as their original location connects in some way to the location in which they are trying to move to
    - i) If we can allow the player to bookmark certain locations, that might be nice
  - b) Original location has a star, and when a player is first dropped there, any one tile of their first word must cover the star

- 6) Given a certain amount of LexLimits (lex means law, isn't that fun!), player can play a letter in a location of their choosing that does not need to be connected to their other location(s)
  - a) This way player can play anywhere in the world and can play in two different scripts
  - b) Alternatively, we could have no restriction on where players play letters as long as they play off another word
    - i) When a new ip address is introduced to the world, the player of that ip address can place a letter anywhere (since they might be dropped in a location where there are no words or there are words in scripts they don't know/don't want to use)
    - ii) Players would still be encouraged to start in the location they're dropped in since it would take a very long time for them to navigate the entire world
      - (1) Or we could restrict them to starting off within a certain amount of board space and, as they place a letter, that amount of board space increases
        - (a) We could choose to black out sections that aren't in that board space
      - (2) Do we want to make it easier to navigate the world or would that take the adventure out of everything?
        - (a) Should make it easy to navigate to places the player has connected to/placed a word in
- 7) Players get points and rankings
  - a) Instead of letters having point values, words have point values depending on how infrequent the word is in the PanLex database