We have proposed the following feedback/updates that we would like to propose:

Physical parts of the game :

1. board with all the numbers on it (poster board/ *cartellone*)
2. basket for mixing the numbers (panariello)
3. token to hide the numbers (*mandarine peel or b*) (cover dowels/ *tasselli di copertura*)
4. cards with numbers for the players (folders/ *cartelle*)
5. numbers

Each player purchases a card that is scanned to app (AR- image recognition)
Players which are playing online by the app can use a digital card if not in possession of the physical game.
In the app is created with list of players' names , number of winnings and odds to be collected for each round.
The dealer puts the numbers in basket and pull one. He/she places the drawn number on the board , each
number drawn is scanned to app (with AR is recognised by shape).

The application takes note and keeps track of the numbers drawn and the players' "folders" whether someone is
going to win or not.

The moment someone is about to win the application alerts the players and make notification , for example :
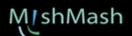
"Hey Sabrina, you have to be nervous about your winning, but you have to earn the win..
now it's your turn!"

Sabrina has to read the next number out loud (temporarily replacing the dealer) by telling the story of the
number or simply scripting the meaning of the number involving another player of her choice.
Or even enter a true-false challenge or a short song where the lyrics are rewritten in a fun way (obviously related
to the number drawn).

The money collected at the beginning of the game must be noted into the application system. Through this,
players who complete the numbers one at a time can receive nicknames ambo, terno, etc., and currencies can be
shared by the app.

Finally, we thought that to a very social and innovative graphics that keep however elements of tradition such as
shapes and colors .. the images of the very stylized smorfia

1.

2.

3.

4.

5.