VIBYARD

GAMIFICATION BENCHMARK

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The Opportunity

Game creation for non-technical creators

Many people want to create simple interactive games for their groups.
Teachers, instructors and activity leaders often need playful activities for their classroom or community.

However, most game development tools are too complex for non-technical users.
Vibyard enables anyone to create playable games through natural language, turning game creation into a simple creative activity.

POWER WITHOUT COMPLEXITY

ENHANCING ENGAGEMENT WHILE PRESERVING THE SIMPLICITY OF THE SYSTEM

Vibyard already allows users to create playable games in minutes through natural language.
The goal is not to add more power, but to strengthen engagement, creation, and sharing while keeping the system intuitive and accessible.

01 Encourage users to share what they create.

02 Support community contribution, especially around creative assets.

03 Preserve the simplicity that makes the platform accessible to all

DESIGN PRINCIPLE

SIMPLICITY IS THE CORE PRODUCT VALUE

Vibyard is built around a simple idea: allowing people to create playable games through natural language instead of traditional development tools. This approach lowers the barrier to game creation and makes the platform accessible to users without technical backgrounds.

As the platform evolves, preserving this simplicity becomes critical. Any new features should support users and guide them forward, without increasing cognitive load or making the system feel more complex than it needs to be.

VIBYARD BETA

game rpg turn-based wizard

READY IN MINUTES

Dragon's Bane

Wizard's Quest

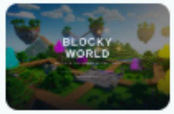
Defeat 10 elemental dragons and face the Chief Dragon!

PLAYABLE NOW!

New Game

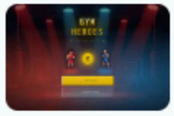
- Immediate success
- From creation to play
- Less uncertainty









THE CREATION JOURNEY

FROM IDEA TO SHARED GAME

01 The user starts by describing the game they want to create or chooses from pre-built templates

02 The system quickly generates a playable game based on that description.

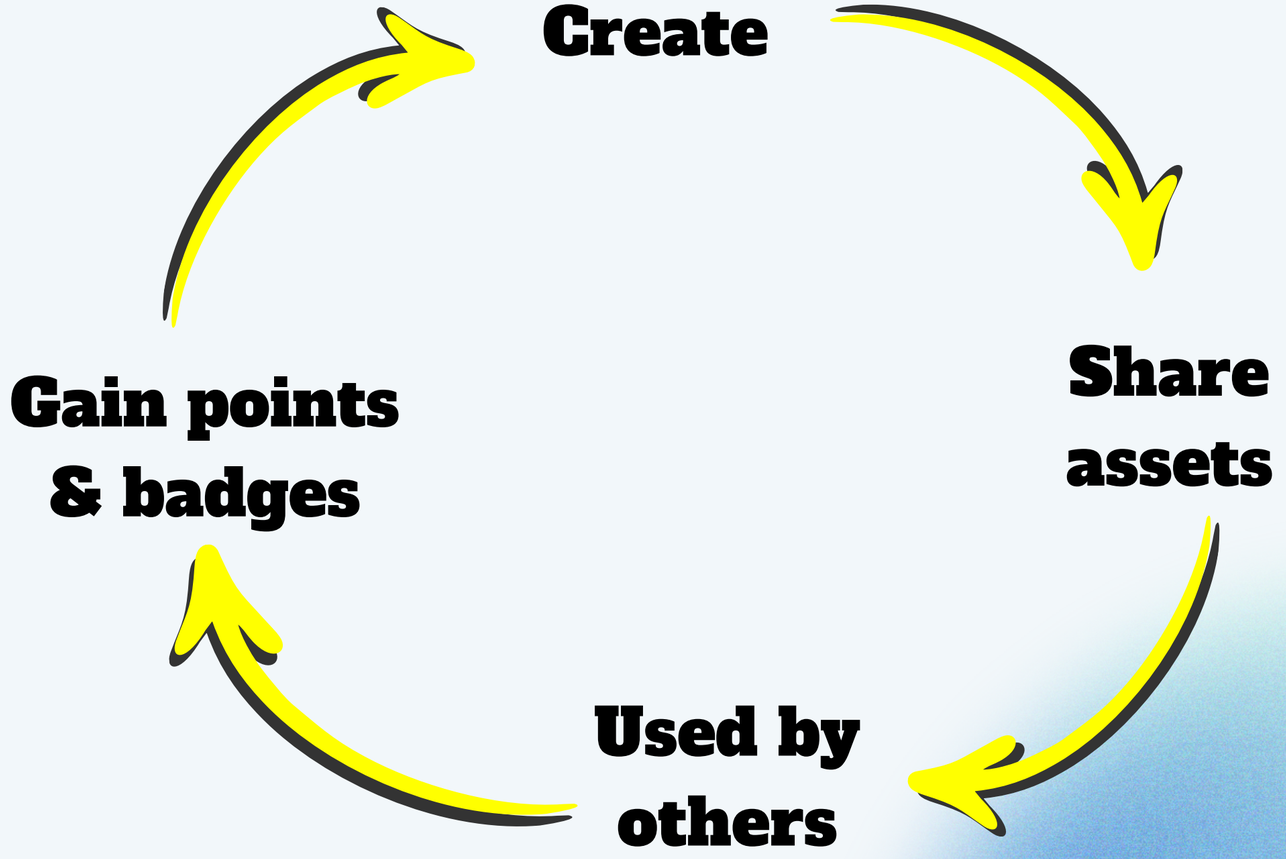
03 The user improves and customizes the game by adjusting elements and adding assets.

04 The game and its assets are then played and shared with others in a real activity

CONTRIBUTION LOOP

Value grows through contribution

- Encourages contribution
- Builds ecosystem
- Sustains engagement



GUIDED START

HELPING USERS CREATE THEIR FIRST GAME

For many users, the most important moment in the experience is the very beginning. People who are not familiar with game design may feel unsure about what to do first, even when the system itself is powerful and easy to use. A gentle onboarding process can guide users through their first actions and help them understand how simple the creation process actually is.

This can be achieved through an interactive tutorial that appears directly within the interface, explaining the first steps while the user is creating their game. Combined with starter templates that provide simple starting points, the system can help users move quickly from their initial idea to a playable result, reinforcing confidence and encouraging further experimentation.

vibyard.com/games

Create with AI

No real templates

Select enhancement modules:

No real starting points

- 3D Game ?
- AI ?
- Video Calls ?
- Real-time Comm ?
- Competition ?
- Live Chat ?

+3 more

Start your game with

- Puzzles
- Adventures
- Quizzes

Describe what you want to create...

Start alone

Cancel

Con

vibyard.com/games

e with AI

Select Puzzle Style

- Bubbles
- Match 3
- Merge
- Physics Based
- Screws
- Nanogram
- Hidden Object
- Tiles sort
- Words

show less

Customize here

Describe what you want to create...

Expert mode

Cancel

Continue

REINFORCING CREATION

ENCOURAGING USERS TO CONTINUE IMPROVING THEIR GAME

- Creation alone is not enough
- Improvement happens when there is feedback
- Feedback must be visible and immediate
- Users continue when their game is used by others
- Usage creates motivation to refine and improve

SHOW WHAT'S POSSIBLE

A The system should present clear examples of games that can be created, directly within the interface

B Users should be able to start from existing templates that demonstrate different types of gameplay

C The interface can suggest simple ideas or prompts to help users overcome the blank starting point

D Users should be exposed to variations and extensions of their current game to expand their understanding of what is possible.

E Visual and playable examples should be easy to explore, allowing users to learn by interacting rather than reading.

F The system should reduce uncertainty by showing possibilities before requiring decisions from the user

HELPING USERS UNDERSTAND WHAT THEY CAN CREATE

SHARED ASSETS

BUILDING A CREATIVE ECOSYSTEM THROUGH COMMUNITY CONTRIBUTIONS

ACCESSIBLE ASSET LIBRARY

Users can easily browse and use a shared library of graphical assets, allowing them to create richer games without design skills.

ASSET CONTRIBUTION

Users can upload their own assets and make them available to others, turning creation into contribution.

USAGE RECOGNITION

The system highlights how often an asset is used, giving creators clear feedback on their impact.

TOP CREATORS VISIBILITY

The platform surfaces leading asset creators, reinforcing contribution and encouraging others to participate.

CREATOR IDENTITY

GIVING USERS A REASON TO CONTRIBUTE

As users begin to use shared assets and contribute their own, the system should provide a sense of ownership and identity. Without a clear creator presence, contributions remain anonymous and users have little motivation to invest beyond their immediate need. By introducing a visible creator identity, the platform can turn simple actions into meaningful contributions.

A creator profile, supported by an avatar and lightweight achievements, allows users to be recognized for what they create and share. This recognition does not need to be complex or competitive, but it should make contributions visible and valued. Over time, this builds a layer of personal investment that encourages users to contribute assets and engage with the broader ecosystem.

NO CREATOR IDENTITY

Profile
Preferences
AI & API Keys
Advanced
Payment
Data & Privacy

Public Profile

Profile URL

Your public profile at vibyard.com/@omri-avny

@ omri-avny

Display Name (optional)

Override how your name appears on your profile

omri avny

AVATAR



Points: 1260
Badges: 2

- **No ownership**
- **No progress**
- **No incentive**

Account

Display Name

omri avny

Your name is managed through your account provider

Email

Assets used by others: 87

Earn points by

- **Creating games**
- **Sharing Assets**
- **Asset Usage**

Privacy Policy · Terms of Service

SHARING

FROM CREATION TO REAL USE

IMMEDIATE ACCESS

Games can be opened instantly through a link or QR code, without setup or friction.

SEAMLESS TRANSITION

Moving from creation to use should feel natural and require no additional steps.

GROUP INTERACTION

The experience is designed to be used with others, in classrooms, families, or small groups.

REAL VALUE MOMENT

The product delivers value when the game is played, not when it is created.

01 Users experience immediate success by quickly turning ideas into playable games.

02 Users feel empowered to create without technical knowledge using simple tools and assets.

03 Users are motivated when their creations are visible and recognized by others.

04 Users see real value when their games are played in real interactions.

MOTIVATION ENGINE

WHAT DRIVES USERS TO CREATE, IMPROVE AND SHARE

PRODUCT VISION

FROM A CREATION TOOL TO A CREATIVE PLATFORM

Vibyard is not only a tool for building games.
It becomes a space where ideas turn into shared playable experiences.

01 Users create games quickly and easily through natural language.

02 Users contribute assets and build on each other’s creativity.

03 Games are used in real interactions, creating meaningful shared experiences.

THANK YOU

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