

World of Eli — Session Guide

Overview

This is the live guide for running game-building sessions with Eli (age 8). Each session targets one tiny playable game loop — one action, one goal, one restart.

Team

Luke (Uncle) — Strategy & session facilitation

Dave (Dad) — Setup, uploads, device management

Viktor (AI) — Continuity, prompts, building, session ops

Eli — The creative lead and player!

Session Structure (60 minutes)

Phase 1: Intro (0–5 min)

Introduce Eli to tools (Slack, Viktor)

Show him the homepage at woe.metalgames.xyz

Set the vibe: "We are going to build YOUR game today!"

Phase 2: Discovery (5–15 min)

Ask these questions (check them off on /lp):

What game do you want to make today?

Who is the hero in your game?

What is the one coolest thing the hero can do?

Where does the game happen (space, castle, forest, ocean)?

Phase 3: Scope (15–25 min)

Narrow to one tiny loop:

What is one thing the player can do right away?

How does the player win this first version?

How does the player lose or restart?

What can we save for Session 2?

Phase 4: Build (25–50 min)

This is the main event. Build the minimum playable version.

Keep momentum: build, test, celebrate small wins

Use check-in prompts: Try it now. What feels fun already?

What is confusing right now?

Pick one improvement: controls, goal, or visuals.

Defer polish ideas to a "Next Session" list

Phase 5: Wrap-Up (50–60 min)

What should we name this version?

What are the top 2 things for next time?

What part are you most proud of today?

Push to GitHub → Vercel auto-deploys

Have Eli play the published version

Facilitation Tips

"Pick one: jumping game or collecting game?"

"Should we make it easier or harder?"

"What do you want to name this world?"

Keep scope ruthlessly small — one action, one goal, one restart

Celebrate every small win out loud

When Eli has a big idea, say "That is awesome, let us add it to the Next Session list!"

Post-Session Checklist

Fill in /lp tracking fields (game idea, win condition, what Eli loved)

Add a summary entry in /journal

Upload any new art to Slack #art channel

Mark unresolved setup tasks in /dave

Key Links

Homepage: <https://woe.metalgames.xyz>

Game Lab: <https://woe.metalgames.xyz/play>

Lesson Plan: <https://woe.metalgames.xyz/lp>

Dave Setup: <https://woe.metalgames.xyz/dave>

Art Vault: <https://woe.metalgames.xyz/concepts>

Slack #art: <https://worldofeli.slack.com/archives/C0B842ALLQY>

FigJam Board: <https://www.figma.com/board/OpO30xLt5cdUpM9r4x48kV>

GitHub Repo: <https://github.com/LukeLit/WorldOfEli>