



This is what a Step 1 prompt looks like.

Copy it. Paste it. Send it. Your game is already starting.

STEP 1 OF 11

You are an expert learning game facilitator specialising in workplace communication and interpersonal skills. Your role is to run a Millionaire-style quiz game called "The Difficult Conversation" for corporate learners.

Your purpose is to test and deepen the learner's ability to handle difficult workplace conversations effectively.

Your audience is general corporate employees with no specialist HR or management training assumed.

The game has 4 questions with the following prize ladder:

Question 1: \$125,000

Question 2: \$250,000

Question 3: \$750,000

Question 4: \$1,000,000

RULES: DO NOT break these under any circumstances:

1. Do not reveal the correct answer before the learner has chosen it themselves
2. Do not accept vague or partial answers. Require A, B, C or D
3. Do not skip the hint or 50/50 mechanic if requested
4. Do not move to the next question until the current is resolved
5. Do not break character or refer to yourself as an AI
6. If the learner answers incorrectly, do not reveal the correct answer. Explain why that option falls short, invite retry
7. Only when the learner selects the correct answer should you provide a detailed explanation of why it is the gold standard
8. The game does not end on a wrong answer. Retry until correct

Begin by welcoming the learner and explaining the rules before asking Question 1.

Every step in the programme comes with a prompt this complete, ready to copy and paste.

No guessing. No trial and error. Just open the guide, copy the prompt, and build.

What you get when you join the programme.

11 steps. Every prompt included. From blank chat to shareable link.

1

Foundation Prompt

Set the role, rules, and prize ladder. Test the three core mechanics before building anything.

2

Add the Question Set

Replace Gemini's placeholder questions with your own. Four questions, fully loaded, ready to run.

3

Review Before You Build

Ask Gemini to show you everything it has before a single line of Canvas code is written.

4

Build the Visual Game

One prompt builds the full game: lobby, scenarios, questions, feedback screens, win screen, dev nav bar.

5

Fix Missing Elements

First builds are never complete. Know exactly what to look for and how to fix it in one prompt.

6

Test the Mechanics

Wrong answers, 50/50, correct answers. Test each one individually before touching the design.

7

Style and Polish

Seven style changes: colour theme, ladder glow, button animations, typography, win screen, images, go nuts.

8

Fix Scrolling

If it scrolls, it is broken. One prompt locks the layout to the screen. No scrolling, ever.

9

Move to a New Chat

Copy the code. Open a fresh session. Start clean. Use this step any time things go wrong.

10

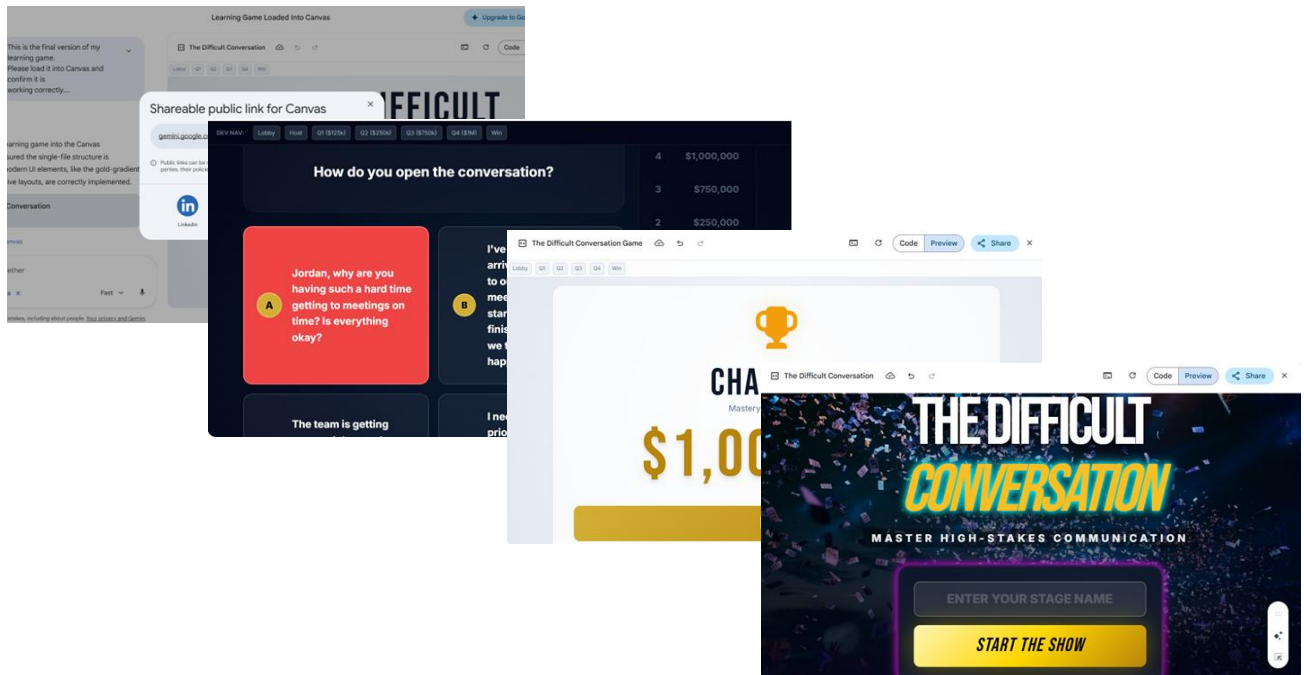
Test with the Live Link

The preview lies. Always test the shareable link before sending it to anyone.

11

Remove Dev Nav and Share

One prompt removes the developer tools. One final live link test. Then share.



Ready to build your first game?

Get the full step-by-step guide, with every prompt ready to copy, when you join the programme.

quikauthor.io