🎲 Roll 🧙 Your Debrief Quest

1	**Oof!**: The dice gods have spoken. Your quest has hit a snag! What went wrong, and what wisdom did you gain from the chaos?
2	**The Dungeon Discovery:** What did you discover by doing the activity that you might have missed by just discussing it?
3	**The Surprise Attack**: What surprised you during the activity?
4	**The Safe Haven**: Where did the game create a safe space to experiment?
5	**The NPC Performance Review**: If your AI agent were a coworker, what feedback would you give it?
6	**Who Holds the Wand?:** Who had the most influence over the outcome—you, the AI, or the prompt?
7	**Level Up**: How did your agent or approach improve through iteration? What would you upgrade next?
8	**The Hidden Trap**: What problem, assumption, or bottleneck did the game expose?
9	**The Alternate Path**: Where did the agent help you think differently?
10	**The Clarity Spell**: What did you learn about the problem by trying to explain it to an AI agent?
11	**Wisdom Gained**: What's one insight you'll take away from this experience?
12	**The Potion Recipe**: What did you need to add, remove, or clarify to get a better result from your prompt?
13	**The Human Superpower:** Where was human judgment more valuable than an AI-generated answer?
14	**The Unexpected Loot**: What useful discovery did you stumble across that your weren't even looking for?
15	**The Easy Quest**: What was easier than you expected?

16	**The Forbidden Slide Deck**: What did you learn by playing that you probably wouldn't have learned via a slide deck?
17	**The Quest Generator**: What problem at work is secretly asking to become a game or an AI experiment?
18	**The Chaos Gremlin**: What unexpected move did the agent make that sent your experiment in a new direction?
19	**Know Thyself**: What did you learn about yourself as a player, problem-solver, or experimenter?
20	**Epic Roll!!!** You've landed a critical hit! What breakthrough did you unlock, and how will you bring that magic back to work?
Bonus Quest	What did this experiment make you see differently?