



Make Enemies

The TV hosts. Phones scheme.

A living-room party game that splits the experience on purpose. The television owns the spectacle. Each phone keeps choices private. One realtime room authority keeps the chaos legible.

PRODUCT PROBLEM

Party games make one screen do too much.

ROOM AUTHORITY

One Durable Object per live game.

INTERACTION MODEL

Public television, private phones.

DELIVERY

Web, Fire TV, Android TV, and Roku.

Product design, game design, brand, content systems, and engineering · Live · August 2026

PROBLEM

One screen cannot be both the stage and the secret ballot.

Most party games stretch a phone app onto a television or ask every player to manage a full application. Joining is clumsy. Secrets leak. The room never quite becomes a show.

Treat the host as a product system, not decorative copy.

SAVAGE introduces modes, calls players by name, reads outcomes, and carries one editorial voice through every state change. The television is the stage. Phones handle joining, voting, writing, and the occasional betrayal.

01

Television as broadcast

Round framing, host performance, prompts, reveals, and scores stay public and readable across a crowded room.

02

Phones as private controllers

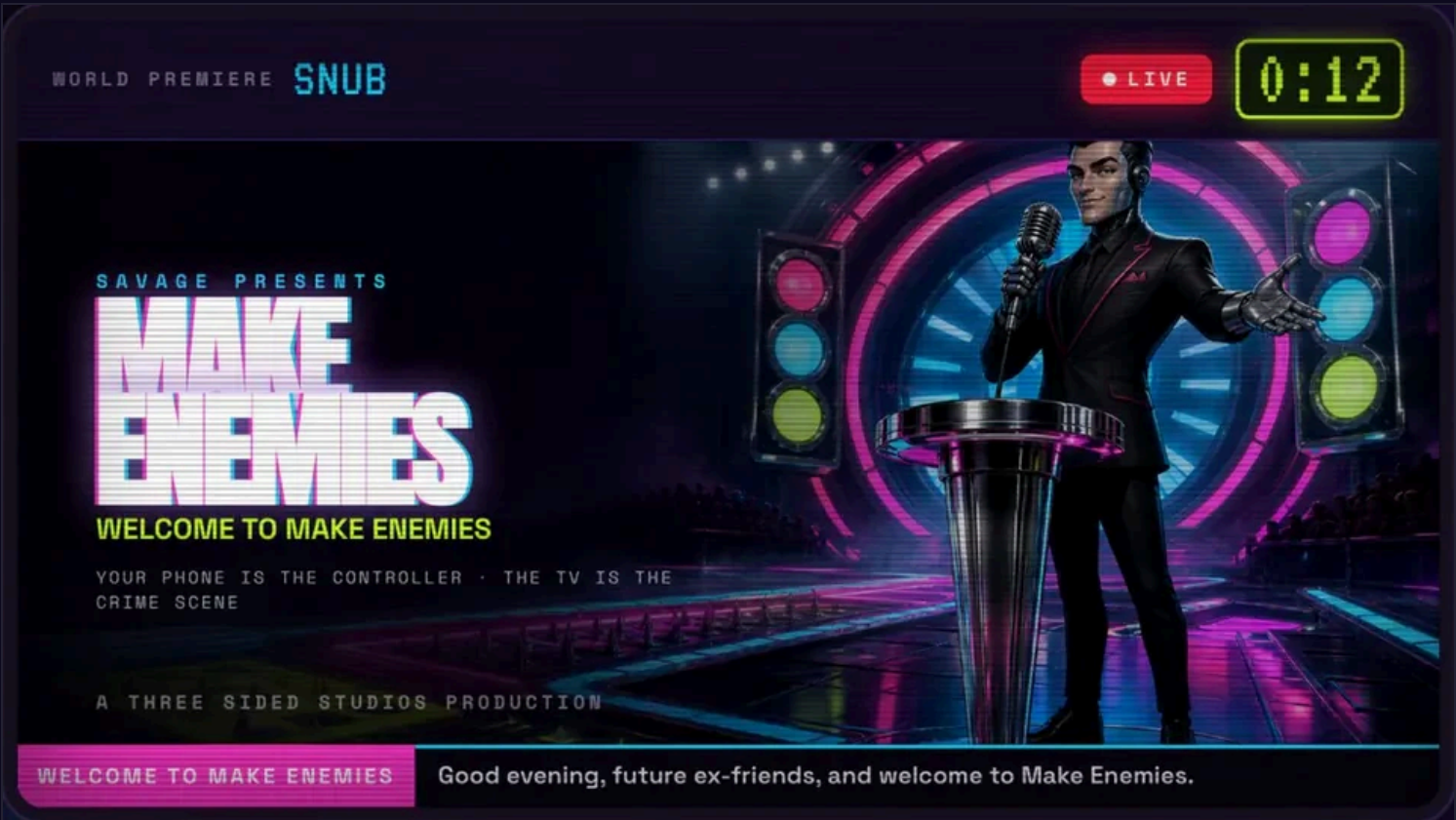
Joining takes a short room code. Consequential choices stay in the player's hand.

03

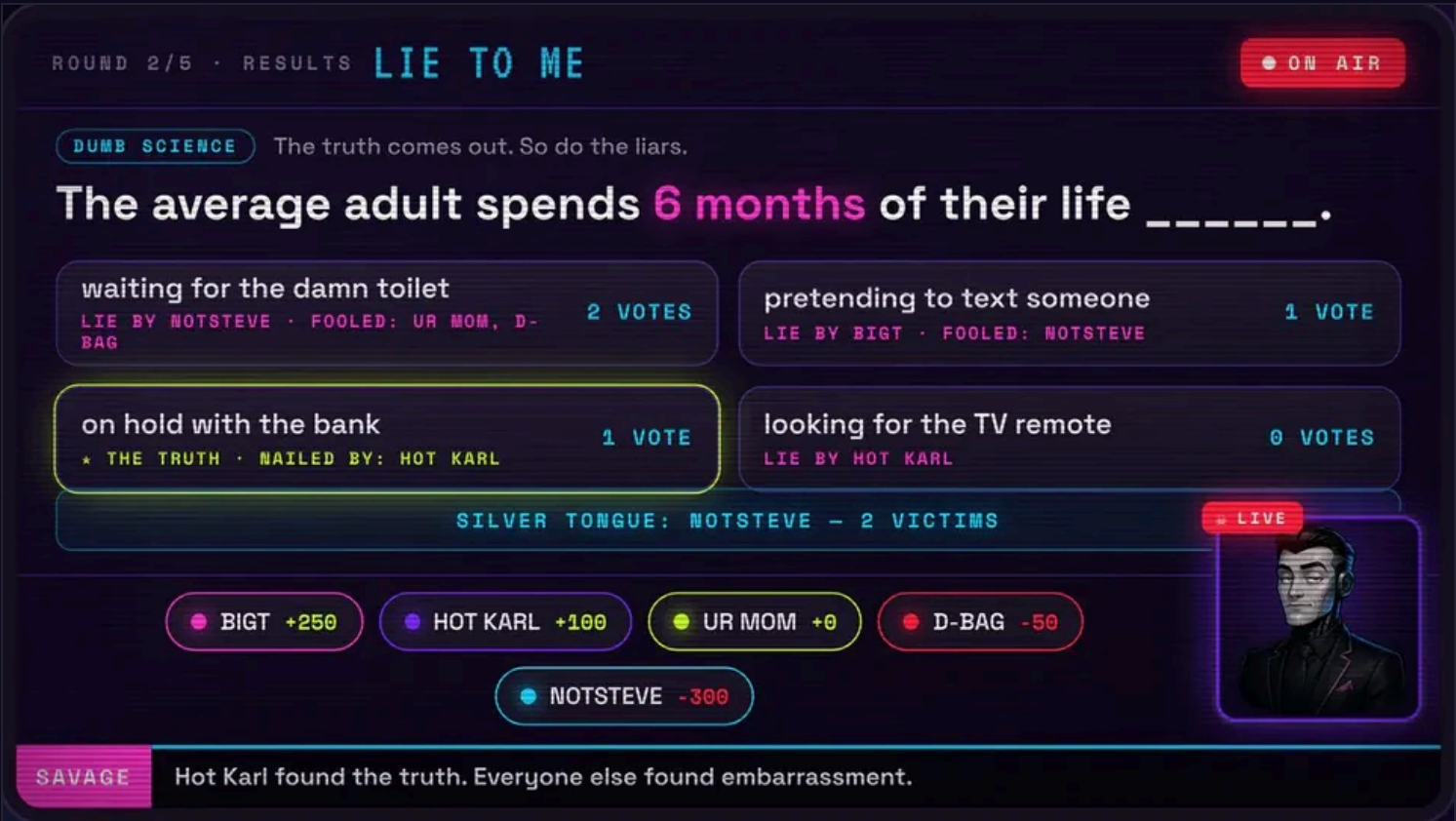
One room authority

A Cloudflare Durable Object owns phase, timers, votes, scoring, and reconnect. Clients render. They do not negotiate reality.

Screens from the shipped work.



The television is a stage, not a stretched phone app.



Host, timer, and scores share one broadcast grammar.

★ TONIGHT'S BIGGEST ENEMY ★



BIGT

4,280 PTS · PUBLIC ENEMY No.1

DEAD LAST · NOTSTEVE

THE FORFEIT

Text your ex “still think about u sometimes” — SAVAGE is reading it out loud.

LIVE



BIGGEST GRUDGE OF THE NIGHT: NOTSTEVE → BIGT ×3

HOST — BACK TO THE LOBBY FROM YOUR PHONE · EVERYONE REJOINS, NEW NAMES W

SAVAGE

notSteve, your forfeit is now legally binding. Congrats to nobody.

Results stay readable across a crowded room.

SYSTEM

Shared game logic, platform-specific delivery.

The browser client carries most of the product. Capacitor packages phone and Android TV. Fire TV gets remote-aware behavior. Roku work keeps its constraints explicit.

Join

Host opens a room. Players enter a short code on their phones.

Play

The Durable Object advances phases. SAVAGE narrates. Phones collect private input.

Show

Every state gets a broadcast-ready frame: scores, media, reveals, and transitions.

Deliver

Same product, packaged for web, Fire TV, Android TV, and Roku-oriented surfaces.

OUTCOME

A split that holds

Public spectacle and private choice stop competing for the same pixels.

Realtime without a peer argument

One Durable Object per room. Reconnect is a first-class path.

Storefront and case study stay separate

games.threesided.com sells the feud. This page explains the machinery.

React 19

Vite 8

TypeScript

Cloudflare Workers

Durable Objects

Capacitor 8

Android TV

Fire TV

Roku

The case study explains the machinery. The storefront sells the feud.

See platform status, artwork, and the gallery at games.threesided.com.

threesided.com/projects/make-enemies

games.threesided.com/games/make-enemies/

hello@threesided.com