CASE / INTERACTION / LIVE

Destroy Any Website

What it is. A browser game turns an address into a destructible play space.

Default changed. A webpage normally supplies information, navigation or a service. You move through it by following links and using its controls. In a conventional game, meanwhile, a designer supplies the scenery and the level. Those roles are usually separate: a website contains the experience, and a game uses material made for play.

Shift. The chosen webpage supplies the material of the level. A recognizable page is no longer just something to read: its visible layout becomes scenery you can interact with. Inferred: this gives the game a personal starting point and a simple reason to try a second address. It does not establish that every URL renders correctly.

What a visitor does. The official interface accepts an address and launches a stick-figure game. Its desktop instructions describe movement, jumping, flying, shooting and grenades. The site also presents a multiplayer menu and an embedding option. These are interface observations checked on October 7, 2026; we did not independently verify a complete multiplayer match or embed installation.

Mechanism to borrow (Inferred). Inferred design prompt: take a familiar surface and ask whether it can become the input or terrain of a different experience. Start with a safe sample and a clear transformation. The mechanism is more transferable than the destructive theme: a document might become a navigable diagram, or a collection might become a visual puzzle. Use material you are allowed to process and explain what the experience actually changes.

Small original prototype (editorial suggestion). Use six words supplied by a visitor to build a tiny movable scene from your own shapes; never fetch the visitor's webpage.

Question to test with real people. Without instructions, can a visitor tell which word changed the scene and choose to try a second set?

Main risk / poor fit. Do not ingest arbitrary pages or imply compatibility with every address.

Confirmed by cited source. The Sprite Fusion game page presents a URL input and published keyboard and touch controls.

Inferred. Turning arbitrary pages into levels may make sharing more personal than a fixed game level.

Unknown. Current active usage and revenue.

Source / author project. https://destroy.spritefusion.com/

Broken Defaults case. https://brokendefaults.com/cases/destroy-any-website/

Evidence checked. 2026-10-07; experience checked 2026-11-03

Experience note. Desktop keyboard and mouse tested. Address compatibility varies; optional account features.

CASE / SOCIAL / HISTORICAL

One Million Checkboxes

What it is. One million simple controls became a shared global canvas.

Default changed. A checkbox stores a private preference for one user.

Shift. Every checkbox state was shared with everyone at once.

What a visitor does. Checking or unchecking a box changed the same global board for other visitors.

Mechanism to borrow (Inferred). What ordinary UI primitive becomes interesting when all users share it?

Small original prototype (editorial suggestion). Give a small invited group a shared 12-by-12 toggle grid with visible concurrent changes and a reset time.

Question to test with real people. Do people coordinate a recognizable shape without chat, and what breaks when two people edit one cell?

Main risk / poor fit. A public shared canvas needs moderation and abuse controls.

Confirmed by cited source. Creator Nolen Royalty describes one million globally shared checkboxes.

Inferred. Shared ownership of simple state was a major part of its appeal.

Unknown. A repeatable business model.

Source / author project. https://eieio.substack.com/p/the-secret-inside-one-million-checkboxes

Broken Defaults case. https://brokendefaults.com/cases/one-million-checkboxes/

Evidence checked. 2026-09-29

Experience note. Historical reference; current participation is not verified.

CASE / SOCIAL / SOURCE ONLY

Slowly

What it is. A pen-pal app makes delivery time part of the conversation.

Default changed. Digital messages should arrive instantly.

Shift. The distance between correspondents determines letter delivery time.

What a visitor does. People match by interests and languages, write letters, and wait for distance-based delivery.

Mechanism to borrow (Inferred). Could a deliberate wait improve the quality of an interaction?

Small original prototype (editorial suggestion). Make a two-person letter board where a note is revealed after a clearly stated 24-hour delay; use invited testers only.

Question to test with real people. Do both testers write a more deliberate second note, or does the wait simply stop the exchange?

Main risk / poor fit. Delay can feel like a broken message service when timing is unexplained.

Confirmed by cited source. Slowly says letters take longer to arrive when the pen pal is farther away.

Inferred. The delay may encourage more considered writing for some users.

Unknown. Current retention and revenue.

Source / author project. https://slowly.app/

Broken Defaults case. https://brokendefaults.com/cases/slowly/

Evidence checked. 2026-09-29

Experience note. Source or product information; current browser experience is not verified.