

# Main concept of war-gaming Table.

→ Game can be kept while table converts to dining

→ Game can be continued after "dining" or after a while

→ concept of having a cover

→ Terrain & gaming chart.

150mm

→ command

→ 100mm

→ Top cover layer that is supposed to transform table to dining purpose.

→ need to understand sites of each puzzle of war-game land.

→ sites has to be free from obstructions.

Ideation of final wargame-dining table concept.