**Initial ideas:**

I want this to be a skill-based game, something that requires a lot of mastery or reflexes. I have 2 ideas, one being an aim-based game, another being a reflex based game.

1. Aim based game: On a black screen, small red circles will appear from nowhere, and the player will click on it. The further away from the center the player clicks, the lesser the points the player gets. If the player does clicks outside the circle, they get no points.
   1. A diagram of red circles and black background

      Description automatically generatedThis is a very good idea in my opinion because this has big potential for player retention. The players can even compete side by side, to see who gets the better score. And since you must be extremely accurate to get a perfect score, players will try a long time to obtain it.
2. Reflex based game: On a plain black screen, there will be 3 gray colored boxes. Randomly, one of the boxes will turn red, and the player must click on it as soon as possible. If the player takes too long, the box will disappear, and the player gets no points. This is based on reflexes, and ever so slightly on aim.
   1. A black square with white squares and green arrows

      Description automatically generatedFollowing the same formula, the game is hard to master, and even harder to perfect. So, the player retention potential is big.

**Design Thinking:**

Deciding on an idea:  
After some thought, I decided to go with the 2nd idea, more based on reflexes. Many people don’t play video games or play video games, but have never used a mouse to aim, so aiming using a mouse might be hard. Reflexes is something many people are more familiar with.

Potential improvements?  
I had some tea and thought about it. What if I was able to make a reflex based game, but also an aim-based game? I want it to be weighted more towards reflexes, because aiming might be hard for many players.

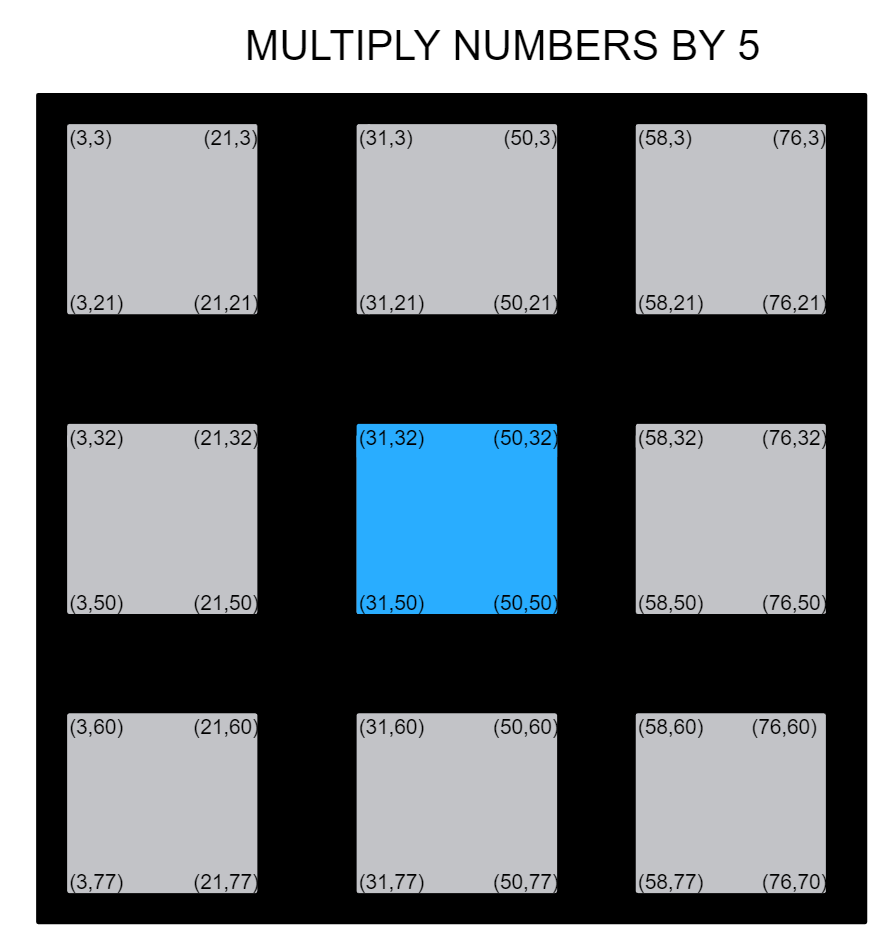
1. Instead of depending on how fast the player clicks it, the game provides a time frame. The score depends on how many squares the player clicks on/
2. Instead of 3 squares, the player has 9. This makes the game more aim dependent as well.
3. To make the game more visually attractive and improve the player’s reflexes, the squares that will be clickable will now turn into a random color.

**Final graph paper sketch:**

A diagram of a blue square

Description automatically generated

**Final graph paper sketch (size and coordinates):**

****