Game Challenges and Core Loop

The players compete against each other to read/solve a puzzle first, e.g. tap the correct flag when asked which one represents England. The correct answer is rewarded with points, with the first player to reach a set number of points declared the winner. If an incorrect solution is given, the second player gets to answer/solve whilst unchallenged by their opponent.

Main challenge for the players is in the puzzles and the ability to solve them quickly and before the opponent. Gameplay consists of players tapping the screen after solving a puzzle and is therefore simple to learn/teach.

Some puzzles may consist of players tapping at the same time, e.g. first player to tap all the red squares. For consistency for the players, the puzzles should all follow the same pattern in terms of whether it’s turn taking or simultaneous. If simultaneous, than player that is faster but incorrect will not be awarded points but the slower player could get the point instead, depends on playtesting feedback.