Game Challenges and Core Loop

**Core Loop:**

**Game Challenges:**

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. If simultaneous, then the player that is faster but incorrect will not be awarded any points, but the slower player could get the point instead, depends on playtesting feedback.

**Emotions and Fun:**

Our game will mostly focus on hard fun, with elements of people fun and serious fun. We are aiming to have people demonstrate emotions such as frustration and fiero. This will be achieved by using the competitive aspect of people fun, as a form of obstacle to overcome, in the sense that the players are competing against each other to win the game. As observed from playing similar games, the emotions are very achievable and in a noticeable way, as we have seen players “punch the air” when defeating an opponent.

Due to the repetitive actions that players partake in, i.e. tapping the screen, this leads to the zen-like focus, which is an important emotional aspect of serious fun. Again, this was observable when watching others play similar games, as the players barely talked during the game and gradually moved closer to the screen.

Therefore, these emotions are very achievable for our game, as we have observed them in similar games. To make sure we have evidence of the desired emotions, it’s suggested we record our playtesting sessions. These recordings can also be analysed by the team, to see what parts of the game need further improvement to achieve the desired emotions.

**Target Demographic:**

We are aiming our game at both males and females, between the ages of 16 – 24. This is due to this group having the best opportunity to play against others, consistently, as they are likely to be in a form of education. Also, we feel that this age group are likely to have faster reactions, which is vital for our game, as it’s reaction based.