

Tap and Trap Rules

This game is a against the clock or tap out type game. Players will go through a series of different challenges in the game in order to complete each unique level.

For the main part of the game players will have to tap the screen in order to trap the ball in a specific part of the shape shown on screen. The whole ball will have to be in the section for the player to complete the level (ball can't be overlapping into 2 section). Players will get points for how much time is left on the clock, also for how many touches they have left. Each section of a shape will be different sizes and depending on what section the ball is trapped in players will receive a different amount of points for that as well.

Players will have power balls that will help each player with each level that they face, these power balls will be able to be purchased in the game as well. For example

1. Slow balls down in the level
2. Stop the clock
3. Add to touch count

If a player runs out touches before the timer runs out, they will be able to purchase more touches if they want to continue and try complete the levels.

Game penalties

Players that tap on the screen in the same spot/ section multiple times will make the ball speed up for a certain time period or that section will be disabled for a time period.

Different types of levels

Standard levels will need players to trap the ball before the timer or touch count runs out.

There will be levels where players will have no run down clock and just a touch count.

Levels where players will have to trap multiple balls in order to complete a level, these levels could have touch count only, timer only or both depending.

There will be levels where players will see 2 balls on screen at the same time moving randomly.

Levels where players will have a specific place to trap the ball in order to complete a level.

Get the points, these will be levels were in order to complete the level players will have to stack up points before the time runs out. Sections of the shape will have different points allocated to it depending on the size of the section, the smaller the section the more points a player will get.

Leader board

Players will see how they have done against other users that play. They will also see how many touches it took each player to complete a level. (this should enhance competition in players).