Parallel solitaire in game design means players don’t interact with each other. Because if one player’s decision won’t effect the other person, there is no point they should play together in a game, the game will become boring, social interaction in a game is very important because players are humans, not robots, if a game provides players to have many social interactions, it will be much funnier. In parallel solitaire games, your opponents are your clock.

Humans can stop inertia means if a player is motivated to stop the other player, you may not do anything to stop the other player. It is not desirable because this might cause the game goes on forever because both player stops each other from wining.

The downside of having strict turns is if it is a player’s turn, what should the opponent do at this point of time. This will cause the player to experience downtime, which means the player can do nothing while it is the other player’s turn, the player will get bored.

Lenticular design means you make something for the beginning player looks one way but for the advanced player looks another meaning. This means the beginner do not understand some complex functions in a game while an advanced player do.