Friction Game Concept

Obstacles

Player 2

Player 1

* Both players represented by a block
* The block is given a velocity to begin with, but can never gain speed after that.
* Players can tap/click on tiles of floor in the arena to lower their resistance so that the blocks are slowed by them less when passing over them.
* Blocks move in the path of least resistance, so players can steer their blocks by lowering resistance in their chosen path.
* If a block hits a wall or obstacle it stops immediately.
* The first player to stop loses the game.

Additional Features

**Luck –** In order to ensure that each play through of the game is different the game needs mechanics that introduce luck rather than pure skill;

* Moving Obstacles: One way to bring chance into the game is to make the obstacles move around, this would interrupt player plans and force them to work around that which keeps the player thinking all the time.  
  One way to do this would be to play an effect on the obstacle (a glow, shaking, etc) before it moves which gives the player a chance to move out of the way otherwise players could become frustrated if an obstacle moves into their path without them having any warning and they lose the game.  
  However other than that early warning the obstacles would move randomly so that the game is not predictable.
* Pick-Ups: A range of randomly spawning minor (or major) upgrades to players which can be collected to give them an advantage. This helps to keep the game fresh and ensures that players of different skills are still able to compete with both players having a chance to beat the other.

**Affordances** – In order to make the game easier to start and play the theme and art of the game need to suggest to players the purpose of each visible feature without them needing to look it up.

* Shaking Walls before movement: If we do implement a wall moving feature players have become accustomed to things giving them a signal before they move. So if we did implement this as a feature a good affordance to signal to players the intent behind the blocks is to have them shake or vibrate just before they move.
* Curling Effect: In order for players to grasp the idea of the curling effect behind the game sooner the theme should fit it, an easy way to do this would be the actual game of curling being shown in the artwork. However more interesting and inventive themes could be used, they would however have to link back to the mechanics of the game to ensure that it still makes sense to the player.
* Cleaning tiles: Whatever theme is chosen it needs to made clear to the players that the tiles are becoming less reisitant when they are tapped on. In this sense they could be cleaned or smoothed to help players grasp this.
* Initial Speed Burst: The look and feel of the player block also needs to clearly display to the player that the block does not gain additional speed in the game. It also should be something that in general players are aware of being given an inital momentum and then slowing down to a halt, like a hockey puk, or a hand glider, etc.

**Combat –** To encourage adversarial behaviour in the game combat **could** be introduced. This would be hindering your opponent rather than actual combat most likely.

* Collision: Allowing players to collide with each other could be a very entertaining feature, especially to young male players who enjoy both competition and destruction. Although the actual physical impact of this would have to be explored it could be very interesting.