**Different keys on the screen**

Instead of tapping/clicking anywhere on screen there are a number (say three) areas to tap that glow different colours. Only one is active at a time but when it is active it is the only one that will work. So players have to as well as tap/click/press as fast as they can also keep an eye out for if the input changes, if it does then they must quickly change.

The purpose of this as an iteration if it was used is that the game now uses a more prominant twitch mechanic so players have to use skill rather than a hand spasm to win.

**Cleaning in front of path**

Resistance on the path can be removed by swiping/dragging across the path in front of the player object to reduce the resistance (Curling {Thanks Chris}). By doing this players must make decisions as to when to reduce the resistance in front of them and when to push their block as they cannot do both at the same time, it also means that the track does not have to be locked straight as players could reduce the resistance in some places in order to guide the block in that direction. Different materials on the path might already have different base resistances which would encourage players to try and guide their block towards those with less resistance which would also mean they would have to make a choice as to how much time they spend pushing the block and how long they spend making it easier for the block to move later.

The purpose of this as an iteration if it was used is that the game now features meaningful choice and heightens the twitch mechanic as before with the previous iteration/idea as players cannot clean the path/ Guide the block at the same time as trying to push the block forwards

**Pushing different sides of the block**

Another idea for an iteration is to have two buttons on screen to tap/click. One that pushes the block from the left side and one that pushes the block from the right side. This would allow the player to make decisions about where they want to move on the track as they would have a limited form of steering, therefore tracks can be made with different materials and maybe obstacles to be avoided giving choice and some skill to the game. Also players would find that the block will move slower if you only hit one side at a time so meaningful choices occur in a similar way to idea 2 as players must decide whether to trade speed for direction. (Apply force to only one side of the block to steer it or apply force to both sides to make it push further.)

The purpose of this as an iteration is to provide the player with a way of making choices in the game.

**Introducing Chance**

In order for physics to provide more of a luck based impact ensure that the movement of the block isnt directly scripted to move certain distances. Instead either the tap/click applies an amount of force and the block uses the physics engine of the game to give it movement or ensure that the scripted movement of the block allows for variations in movement so that the block has some variety in movement when force is applied so that an element of luck is introduced. This should not be applied overwhelmingly so the skill is removed from the game but should subtly effect the game so that evenly matched players will find that luck can break a stalemate in either players favour. Or with an outmatched player the loser can still feel like they have a chance to win (or at least avoid humiliation) because of the element of luck.

The purpose of this as an iteration is to bring an element of luck into the game to make the outcome of each game less certain at the beginning.