**Tower Building Game Concept**

Players will need to be able to select a block for both them and their opponent to need to place.

For the prototype these shapes should be selected from a toolbar either on screen (within the red zones?) or on a pop-up at player start.

Player One Tower Here

Player Two Tower Here

If a block falls into a red zone then the player who owns that side loses.

* Both players start with no tower or blocks.
* Player One starts by choosing a block to place within their zone
* If they manage to do so without any of their blocks falling into their red zones then play is passed to their opponent
* At this point the opponent must attempt to place a duplicate shape in their zone.
* If they succeed they must choose a shape to place in their zone and the process repeats.

The Physics component is gravity. Players must try to balance the shapes they get within their zone which forces them to construct a tower, however gravity affects every block on the tower, so an unbalanced tower will completely or partially fall spreading blocks into the red zone.

Players also get to make meaningful choices each turn. They get to choose the shape that their opponent must place but must be able to place that same shape on their own tower first. So a player may choose an easier shape to make their placement easier but create little risk in their opponent failing.  
Or a player might choose a more difficult shape as if they manage to place it then their opponent must do the same and could be more likely to fail.