Sumo Squares design documentation

* Player 1 moves with WASD, player 2 moves with arrow keys – gives the player a sense of familiarity as these are common control schemes
* Each player has a single life – builds tension and competitive element in players (people fun) – but multiple rounds – gives losing player chance for redemption and sense of fiero (hard fun)
* Simple shapes to represent player, so the experience in the game is the focus, so player isn’t distracted
* Random map will be chosen for each round – adds an element of surprise and doesn’t allow players to prepare, giving them a level playing field – skill needed to win not prior knowledge
* Objective to push opponent of the edge of the map, with opponent being main obstacle
* Some maps may include holes inside – powerups can be placed nearby to add in player

choice and some strategy (get the powerup but risk being pushed off, or focus on staying on the map)