Game Challenges and Core Loop

**Core Loop:**

**Game Challenges:**

The players compete against each other to read/solve a logic-based puzzle first, e.g. tap when you think the lines have crossed. The correct answer is rewarded with points, with the first player to reach a set number of points declared the winner. If an incorrect solution is given, the second player gets to answer/solve whilst unchallenged by their opponent.

Main challenge for the players is in the puzzles and the ability to solve them quickly and before the opponent. Gameplay consists of players tapping the screen after solving a puzzle and is therefore simple to learn/teach.

For consistency for the players, the puzzles should all follow the same pattern. If simultaneous, then the player that is faster but incorrect will not be awarded any points, but the slower player could get the point instead, depends on playtesting feedback.

**Emotions and Fun:**

Our game will mostly focus on hard fun, with elements of people fun and serious fun. We are aiming to have people demonstrate emotions such as frustration and fiero. This will be achieved by using the competitive aspect of people fun, as a form of obstacle to overcome, in the sense that the players are competing against each other to win the game. As observed from playing similar games, the emotions are very achievable and in a noticeable way, as we have seen players “punch the air” when defeating an opponent.

Due to the repetitive actions that players partake in, i.e. tapping the screen, this leads to the zen-like focus, which is an important emotional aspect of serious fun. Again, this was observable when watching others play similar games, as the players barely talked during the game and gradually moved closer to the screen.

Therefore, these emotions are very achievable for our game, as we have observed them in similar games. To make sure we have evidence of the desired emotions, it’s suggested we record our playtesting sessions. These recordings can also be analysed by the team, to see what parts of the game need further improvement to achieve the desired emotions.

**Target Demographic:**

As we are going to be using logic-based puzzles, that will have a balance between chance and skill, this will appeal to a larger, more casual audience. Therefore, we will be aiming our game towards both males and females, aged between 13 and 55. This will allow us to appeal to a wide range of people, of various skill levels.