As a point of reference I played these games in two environments. Traveling home on the bus, and while watching TV adverts. These are typical instances where I would go to play a simple time wasting game, so I tested them in the same environment so the experience them fully.

Toon Blast

This was actually the game I liked the most and I will likely keep playing. It's very simple and the interaction is close to the bottom of the screen so even if I wish to hit higher blocks I don't have to move too much to reach them. I can easily play it standing or comfortable sitting. The rewards are also constant, and completely unnecessary other than it makes the player feel good. It did for me personally at least. Literally every time I completed an action I got a reward. I looked forward to seeing the animation effects of the rockets, bombs and disco ball clearing out my level and giving me points for simply tapping on a pair of colours. The Anthropomorphised characters don't have anything to do with the gameplay itself, and yet they add to the design, which is interesting to me.

One More Line

The game took a while to get the hang off and is certainly addicting and engaging, though I didn't want to go back to it because I got a lot of failures. When I'm just passing time I don't want to be experience a form of 'Hard fun' Where I'm coming over an obstacle. So I didn't play it for long. Similarly, my younger sister has a game on her phone around a similar nature and she is not a gamer. She too had not played the game long and has given up on it and it just sits on her phone unused.

Badland

Badlands is an interesting one, it certainly is engaging and it even has a multiplayer. Though it wasn't easy. There wasn't much flow to the game or engagement, myself and my sister crowd around my phone covering each overs view, we lost sight of our character a lot and it was frustrating to play. The single player was good though, it provided easy fun by taking me into this strange and unexplained world. Though it's not much of a pass time game for me, as there are a lot of strange and annoying challenges.

leap day

This game wasn't a typical pass time game though I did enjoy the challenges because it was always something different. It wasn't the same form of challenge it was new and imaginative. It engaged me as a player, I wanted to see what came next and I past a fair amount of time playing it. Simple move up the level system with interesting level design. Unfortunately, I can't see it being multiplayer. Though I do get a sense of how these games should be played and how the one mechanic doesn't stop the game from being boring and simple.

One tap hero

Unfound – Maybe I have the wrong phone

PRESSENTATION QUOTES

-Start with quick prototypes maybe even pen and paper, dice, playing cards

-Don't be afraid to just drop un-fun prototypes, you can have 3 or 30 ideas before you find the right one, you'll know it.

-Test your prototypes on not just colleagues but other people. Include casual family members and friends who don't do design to find "user" problems easier.

-Don't start polishing until you are certain this is the game.

-Play test at every stage

-use new people each time

-Don't speak, listen

-Avoid all assumptions

-Early versions can use external support

-The final version should be built so a completely new player can understand the concept

> YOUR CHALLENGE: The game should feature no more than one introductory info page as a tutorial. Everything else should be learned front the signs & feedback of the game.

SIGNS	FEEDBACK
To drive player's actions	-A response to a player's action -Provides information about the consequences of these actions, and how to improve / do better next time
-Self-explanatory -Understood by players -Non-ambiguous -perceptible (contrasted enough)	-For every interaction -immediate -clearly related to the action just done -Understood by players -Perceptible (contrasted enough)

GAME CHECKLIST

(To be used when making concepts. Based from brief)

2D Game	
Main control mechanic is a simple tap	
Multiplayer – taking turns	
On a shared single device	
Symmetric	
Simple and intuitive rules	
Engaging	
Focused	
Polished	
Nothing super difficult	
Needs top be a fun pass time with little effort or gaming experience	
Try to make it difficult to master yet very easy to control and understand	
Make the game ever changing. A lot of this is done through competing against another players.	