# The email I sent to explain a new pottential system for our game to improve symmetry and interaction.

A massive problem in our game is the symmetry between the players. A lot of this is done to the nectar involved. I have recently watched a wide range of lectures from game designers high up in the industry. During each lecture they were asked by beginning designers and programmers how to solve a difficult problem in producing a game. Every answer was roughly this "A big problem with young designers is that they can't get rid of ideas. Sometimes it is better to remove an aspect of a game rather than adding new things to fix it, because you risk solving the problem yet ruining the game" we have fallen into this category.

My solution is rather than add time, make players act at the same time etc; is to simple remove "nectar". Point collecting altogether in fact. My solution is that we stick to the very original aim. Getting through the levels and getting to the top the quickest. Here is how K suggest we do this, and I will use the example of it being played by two players, though the maximum could be four.

The firing mechanics are exactly the same, though there is no timer and no round limit. That is until someone passes the level. To begin with if there are two players passing the level will earn you two points. Though there are conditions. If someone passes the goal everybody gets an extra turn to try for halve the points, after they take their original shot. Example if player one gets through, player two will then take their shot so they have taken the equal amounts of shots. If they pass the points get split between them earning a point each for completing it with the same amount of shots. If player 2 misses, then player 1 get 2 points and player 2 gets an opportunity to shot again for half points. If it was the over way round it would work the same but the order of shots would change accordingly. P1 - P2 - P1.

This also as you may of noticed brings in an interaction between players. Pressuring them to have only one shot left and effect the score earnt if they both succeed at the same shot count. Thus eliminating them from playing two separate games together and just comparing scores.

The game is still symmetrical in my eyes too. Dan no doubt you are worried about the extra shot opportunity. Though that is not an opportunity solely given to one player. They all have that. All the players play by the same rules, have the same mechanics and same level. No one has an advantage in anyway. Though I will check this with lecturer’s if you wish. Though I did speak to Dave and as long as you show work to keep it symmetrical then its fine. Which is why everyone takes their original shots then the bonus for half points.

Also the UI system Willoughby kindly designed will still be in use, but not for time. Instead it will be a pie chart showing the score in percentage. It’s easy to see who is winning without having to look at all the individual scores.