Game Design Breif

Within the assignment outline we have recived a variety of specifications that our game must meet, these are:

* The game must be made for mobile, because of this we must make sure that the game will be optimized for a mobile device, this will mean that we will have to make sure the games input works on a mobile device, the game must be playable on a small screen and the game must run at a sufficent framerate on a mobile device, if our game does not meet these requirments it will be very difficult to play a mobile deivce.
* The game must be 2D, this means that all assets in the game must be 2D images, and the game must not use a 3D space. We will not be able to use 3D models in the game however if we render 3D models as 2D images they would be useable if that is something our group decides on doing.
* The main control scheme must be a single tap, because of this the game that we create will need to be very simple to play, another part of the assignment states that the game must have simple and intuitive rules, this means that we should not try to use the single tap input for anything very complex, for example; a cursor which scrolls through a menu by itself and is stopped by tapped. A feature like this would be too complex for the assignment
* The game must have local turn based multiplayer, this means that the game must support two players on one device taking turns to play the game, because of this the game we create must include a system which allows two players to play the game, one thing that we could include is a delay between each players turn to make sure one player does not accidently take the other players turn.
* The multiplayer in the game must be competitive and symmetric, competitive meaning that the game must involve the players competing against one another rather than collaberating. Symmetrial means that the game must be fair and balenced, this means that no player should recive a starting advantage and no matter whether your player 1 or 2 the game will feel the same.
* Another specification that the game must meet is the game must appeal to the target audience, the target audience for this game is casual users, casual games are gamers who; do not have years of gaming experience, do not have very high dexterity and play games on their phone to pass time. It is important that the gameplay and visual style of the game appeal to the target audience or we risk losing a potential playerbase who are not intrested in the gameplay or visual style
* One more specification that is specified in the assignment is that the final version of the game must explain the mechanic in full with no external help, to do this we could include a tutorial, however its likely that one player of our game might play against many opponants and it would not be fun to replay the tutoiral every time, because of this it would be better if the control scheme was explained on a loading screen or using another method that would be quick and unitrusive.

Our game must meet all these specifications, otherwise it will not only not fit the assignment breif which we had been set but it may also result in our game not being approprite for the target audience.