Assets / mechanics list presently in the game

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*Assets:*

* Blocks (mock-ups mostly, but we decided to use one of the sets)
* Backgrounds (also mock-ups)
* UI buttons

*Mechanics:*

* Gravity that affects both the blocks and the characters on top of the blocks
* Block destroying mechanic – The chosen block gets destroyed upon tapping it
* Win condition – The player that destroys all the blocks first currently wins (a message is shown and the game ends)
* Turns mechanic – The first player taps, then it’s second players turn, and repeat. The first player’s field of blocks cannot be interacted with if it’s not his turn. Valid for both players.

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