Player skill advantage

## Balance

A player’s skill is determined by the amount of time practicing, their experience with similar tasks and their natural aptitude. Every player will start a game with varying (if not slightly) level of skill and each will learn new skills at a different rate than others. The players skill will improve overtime but since our game for this project is for the ‘Casual player’ demographic, the game must be instantly playable with no bias to a specific player type. Where it be an experienced player getting a ‘power down’ when up against a player who has never played a video game before getting a ‘power up’. This does not create a balanced casual user experience as both players are being highlighted and even penalized for being too good at a game or not good enough.

I believe to create balance any skill required to play a casual game should be left at the start menu, primarily it takes the fun out of the experience especially for new players if a game relies on skill to play it.

## Fairness

A way of implementing fairness is to include an RNG element. A simple coin toss can settle any bias or decisiveness as to who should get to make the first move. This may give an advantage to the player that goes first in the game but we can also give the player that goes second an opportunity to level the playing field but giving their move a bonus.

Giving the players options on how they can play the game can give them new opportunities and interesting situations to play with. Giving the player an element of exploration with new possibilities on how to play could change the game for a loser player.

* A Class system to allow minor strategies during gameplay.
* Power ups become available to the losing player so they can change the odds.
  + Equally this will require a lot of playtesting and feedback to justify the use of power ups. Does this provide a dominate winning strategy?

## Challenge

Our concept for a casual mobile game involved a system of a gradual increase of difficulty but it’s important to think about how the level of difficulty will affect each player. We don’t want the difficulty to increase too fast too soon for a player who is inexperienced in games.

Difficulty is something a casual user should not have to experience when they first start to play a ‘casual’ game. This will require a lot of balancing as we do not want to make a game too easy that its boring and fun to play and neither reliant on a ‘twitch’ mechanic.

A solution could be:

* Individual players select a difficulty for themselves, so they can play at a pace that suits them.
* A performance grade may entice both players to try and perfect their performance.
* The game is split into levels with varying difficulties?

## Risk and Reward

For our mobile game concept we have implement a power bar, this ultimately decides, depending on the players action, how much power the player can acquire to push the other player. This concept however has been proven futile as it relies too much on skill rather than chance.

Focusing on a chance mechanic will bring us closer to our target demographic as this is what our audience looks for, a casual experience that is not defined by skill. However this does not mean we have to neutralise skill entirely from the game as skillful play can still exist but it must be instigated by pure chance.

* Both players are issued three random numbers from 1 - 9. They have three turns each to use those numbers. The skill comes from the which order to play the numbers as a low number has a high chance of a power up whereas a high number will push the opponent back further.