Randomised Element Solutions

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## Slot machine:

One way of how we can incorporate a randomized element into our game is to have a slot machine style mechanic that randomly distributes power up’s to the players.

This allows chance to dictate what advantages or disadvantages the players can possess at the beginning of the game. Skillful play can follow as both players will have to decide when and how to play their power up to give them an edge during the game.

## Dice roll:

Both players will be given the opportunity at the beginning of their turns to roll a die. The die will dictate how much power the player can use to push their opponent back.

## On screen prompts:

During gameplay, on screen prompts appear and both players will have to tap to receive a power up. The first player to tap the prompt will gain the power up. This will happen randomly at any time during the game. This can also give the player who is waiting for their to lookout for, keeping both players engaged.

## Characters and game scene:

For cosmetic purposes only, the players avatars could be randomly configured so they always play as a different character when they lose with the winning player keeping his character until that player loses.

The game scene and background could also change at random with each new game or the background can transition during gameplay to a new scene randomly so that the players will always see something new.

## Difficulty challenge:

A power bar will randomly change its speed during the game so that some turns will be harder than others for both players to hit the optimal power while other turns will be slower and would result in a fairer chance to gain optimal power.