# Curing Player Skill Advantage:

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The current problem with the game that we had was the fact that our gameplay was far too exclusive. Our game was focused on A Twitch based mechanic meaning that the most skilful player would win, which goes completely against our target audience (the casual market).  
So to counter this problem, we need to figure out why the player has a skill.

* For our former game idea, it is easy. The Twitch based mechanic is mostly to do with the hand-eye coordination of the players.
  + So If player 1 is a 16 year old extensive Call of Duty player (not top of top probably average or even below average kind of player) and he is going up against his 65 year old Grandma, who isn’t typically healthy for her age (the Alzheimer’s/Parkinson’s has just kicked in).
  + We know who is going to win. The 16 year old. Due to the fact that he has probably got excellent, if not near perfect, hand to eye coordination. While the Grandma is not particularly skilled in the art of twitch gameplay.
  + So the best way to fix the problem is to make sure that the players are not dependent on such skill based mechanics but instead have to use some sort of intellect or strategic thinking.

So in this new idea, the theme (or the stuff that’s going on screen) is similar. We have two players that are going at each other trying to push the other off the screen.

This time however, we do not have that twitch mechanic where we need to hit the attack at a certain point but rather use strategy (which is some sort of skill I guess, but more of a skill of the mind than the eye).

* So what the player has instead is a stamina bar, and three different Buttons. Heavy Attack, Medium Attack, and Light Attack. Each attack has positives and negatives to them.
  + For example, A strong attack would give a heavy blow to the enemy, but take a significant amount of stamina out of them. Meaning that the same attack cannot be performed twice.
  + While a light Attack would deal minor damage (or cause a weak push) but would equal far less stamina meaning that you could attack on and on and on.
  + The medium attack does twice the amount of damage, and equal twice of the stamina of the light attack.
* The problem with this idea however is that a core strategy would be made due to the information that the players would gain through constant playing.
* Randomness could go hand in hand with this idea which I have mentioned in my Randomised Elements Document.

Unfortunately though is that we are still unsure of an actual game to play. So I will give some other ideas that we could go with depending on the game.

One idea for example is the use of Memory based games.  
Memory based games don’t really have a particular strategy/skill except for being able to cognitively take in information that can help indicate what your goal is and associate words to Images and Numbers to what is on screen.  
But sadly this would exclude the aforementioned 65 year old lady who probably had Alzheimer’s (if she doesn’t have Parkinson’s). Though it could also help her to connect to her family that she is slowly forgetting as her brain slowly deteriorates and dies as the disease continues to cause her to forget more and more until she forgets to breath and then moves onto the other side…Poor Doris.  
Anyway, what I mean by all this is that memory games don’t have a real strategy or have a particular skill. Especially if you add a random element to it, like I mentioned in the other document.

But as I said in the other document, we need to have an idea of what our game is before we have a clue on what on how to curb/cure player skill advantage. The above are just some ideas that I had for this.