# Increasing Accessibility to the Casual Market

As discussed in our feedback sessions, our games’ reliance upon the core twitch mechanic is severely polarising and dramatically limits appeal to the broad ‘Casual’ market. Consequently, adjustments shall be required in order to dilute this mechanic down.

* Introduction of a Non-Twitch Mechanic to Compliment Twitch Mechanic
  + Reduces importance and Reliance on Twitch
  + E.g. – ‘Memory’ phase before twitch phase
    - Level of success in memory phase could affect sizing of timing windows in twitch mechanic?
    - Difficulty of this additional mechanic would scale in difficulty, eventually getting close to a level of ‘information overload’
* Increase levels of randomness
  + All games are a mixture of skill and chance
    - Due to ‘casual’ requirement of brief, the reliance on chance is higher than usual
  + We need to ask ourselves how much we want the most skilful player to win
    - In current game state, this is 100% of the time
      * As a start, this \*needs\* to be lower
        + E.g. Grandson would almost always repeatedly stomp their grandmother
      * Realistically, given casual audience, should be closer to 50-60% range
        + How can we accomplish this?

Increase levels of RNG

Negative Feedback Loops

Punish Winning Player and/or Support Losing Player

**Remember!**

***The game doesn’t have to be symmetrical every turn, as long as it balances out in the long run (i.e. over the course of the whole game)***