Tappu Sushi

What the game is:

* 2D
* Symmetrical
* Turn Taking
* Adversarial
* Played on a Single Mobile Device
* Twitch

What’s changed?

* Last time we just had a prototype using minimal artwork.
* We now have a game that has fantastic artwork.
* Added Mechanics:
  + 1st and 2nd placements to show each player what position they are in (winning or losing).
  + Combo for each accuracy. E.G if you have a combo of 5 “perfects” in a row, the combo will go back to 1 if you hit an “excellent”.
  + The number your combo is on, is added on to the score you gain for each collected food.
    - This has added a small strategy component. For example, if you have a high combo for “excellents” then it may be worth aiming for “excellents” rather than “perfects”.
  + 5 pieces of food are now sent each turn.
  + New collect food, send rotten food and rotten food art assets(Shown in 2nd slide).
    - These will be implemented as soon as possible and sent out for playtesting so we can ensure the game is intuitive as possible.