**Information for 2nd Presentation**

* With the feedback we received from our previous pitch, I believe it would be beneficial to start our 2nd pitch off by showing the prototype. The biggest complaint we received in our 1st pitch was not showing our game idea soon enough, so by showing the prototype first we can follow up talking about what the player will be doing in the game, the new game play loop and what the players new goal is. Also, by showing the prototype at the start of our pitch, it will be easier for the audience to understand the rest of the pitch and what game we our currently working towards building.
* Talk about the reasoning behind scrapping the “tug-of-war” mechanic, and how after feedback from the design meeting with Dave we discovered that players could potentially feel like they are playing two completely different games. How this could lead to players feeling confused by making the game too complex.
* Discuss how we plan on adding the Schadenfreude effect into our game. How we believe introducing separate chef characters for P1 & P2, will help give the players a sense of being on opposite teams and encourage competition between players. How each chef will reward their assigned player through audio speech and text, and how this encourages more competition.
* Talk about the gameplay loop, and why we’ve decided to only allow the player to tap a node once then play turned to P2. How by doing this we ensure the player not in play isn’t getting bored, and by keeping the gameplay loop turning over fast all players are kept engaged. (Sushi node travel along conveyor belt > P1 taps sushi node > P1 gets points added to total score > P2 takes over control > Sushi nodes travel along conveyor belt > P2 taps sushi node > P2 gets points added to total score > beginning of gameplay loop.)
* How we might introduce player choice into the game through powerups. Allowing the player to choose between tapping a sushi node for guaranteed points, or tapping a powerup to gain a possible advantage in their next round.
* The inclusion of customers into the aesthetic of the level design, and how we feel this will help engross the player into the gameplay more by creating a sushi bar that feels alive and could exist in the real world.