**Ashley Long – Analysing/Researching the Brief – S191597**

**Analysing/Researching the Brief**

I have been given the task to ensure that I understands every aspect of the brief and make sure that no part is misinterpreted or misunderstood.

Key Points of the Brief

1. 2D Game – *We must build a game that is 2D.*
2. Main control mechanic is a single tap – *I understand that the player can only use a single tap to control the main mechanic of the game. I’m curious to know if this strictly means a single tap that’s done quickly by the player, or if the player can hold their finger on the screen once connected and then let go after a period of time. This would be useful to find out, as this allows for more ideas to be discussed concerning the main mechanic.*
3. Multiplayer by taking turns – *I understand that the game must involve 2 or more players playing and that they must take turns to play (first player has a turn then once turn complete the second players turn begins).*
4. On a single device – *The game must not be played on more than one device. All player must play the game on a single device/screen*.
5. Symmetric – *The games design must be symmetric. Does this mean the core gameplay loop must be symmetric? Has the level design got to be symmetric? I am unsure on what aspects are needing symmetry. Understanding this before the team make any final decision is a priority.*
6. Simple and Intuitive rules – *The game must be simple enough for anyone to pick up and play. The player needs to understand the rules of the game after playing for just few seconds, if not immediately.*
7. Engaging – *We need to make a game that engages the player and keeps them engaged.*
8. Focused – *The game needs to make the player focus, we need to ensure the player is concentrating on the game and what they are doing within the game.*
9. Polished – *We must ensure the game looks nice aesthetically, the mechanics work properly, the level design flows well, the gameplay loop is there and all bugs have been solved.*
10. Casual user – *We must focus on designing a game for the casual user. The game must be easy to control, but difficult to master.*
11. *The game cannot include more than one induction info page. The game play loop and mechanics must mainly be learnt through playing the game. The game needs to give the player feedback through gameplay, let the game tell the player if they are playing well or not.*