**Information for the pitch (2)**

**Iteration of the game based on feedback**

Our game has gone through some significant changes since the original pitch. Based on the feedback that we have managed to gather, we decided to remove the reverse tug-of-war element of our game and instead fully commit to the ‘node’ scoring system.

With that we also changed the way the scoring system works. Originally the scoring system worked by having:

Player one tapping multiple nodes in their turn to get points.

Then player two tapping multiple nodes in their turn to get points.

And then the scores being compared to see who wins the round.

And that would repeat for multiple rounds, hence the idea of making the players pushing each other towards their respective goals in a tug-of-war fashion.

However, with this approach, it felt like two players were playing two separate games, instead of playing one game together, against each other. This is mostly due to the fact that each player would have to wait for the other player to tap all their nodes and depending on how accurate the other player would try to be, the longer the other player would have to wait for their turn. This in turn would bring them out of the game.

We decided to change that system, by making each player only need to tap one node per turn. Therefore, once player one taps their nodes, the player two can instantly start playing and so on. There is no round-system anymore, and instead there is a timer, and when it runs out, both score will get compared and whoever gets the most will win.

Overall, the change to the scoring system definitely influenced our decision on removing the tug-of-war element from the game. Since there were no rounds anymore, we did not have a way to make the player characters move closer to their goal. Regardless of that, we also could not find a way to fit the tug-of-war element with the scoring system so that it would make sense thematically, and so decided to get rid of it entirely, and making the scoring system (nodes and the channels) the focus of the game. Having both elements also would add unnecessary clutter to the game in terms of visual clarity.

Apart from that, our decision to change the scoring system came from the idea of changing the way it was shaped. Originally, the game would have three lines in the middle where the nodes would fall down upon. We changed that to a conveyor-belt like system, where the nodes would go along the belt, as suggested by Ashley. We liked it because it fit with our food theme. That also influenced our decision to make our theme more specific, and so we went from food, to a sushi-based theme.

We have also talked about utilising the gyroscope function within the mobile devices for our game. For example, making the nodes rotate a certain degree, and then the player would need to match the device’s rotation to the rotation of the node to get more points. We also talked about the idea that rotating the device would increase the speed at which the nodes travel, thus making it easier for the opponent to fail their tap.

We have also talked about adding a matching mechanic to our twitch mechanic, when the players would need to tap the correct node to get the points, instead of getting it in the correct place.

**Where is the fun in our game?**

Our game will have elements of people fun and hard fun.

The brief requires our game to be a multiplayer game in which the players compete against each other. Apart from that we also strive for our game to make the players feel schadenfreude, whenever their opponent does something stupid, thus further enforcing that spirit of competition.

In terms of hard fun, we want the players to experience fiero, when they beat their opponents by just a small amount. To achieve that we will need to include obstacles for the players to face that will help the losing player bounce back into the first place for at least few seconds, so that both players can feel that they have a chance at winning, no matter what. With that also comes the idea that players may feel frustrated they made a bad move, or feel relieved whenever their opponent makes a bad movement in a moment that that would perhaps grant them a win.

We perhaps would have some elements of serious fun, with repetition and rhythm, as well as making the players feel excited whenever they do something incredible that puts them back in the first place.