**Game ideas based on other mechanics**

**Resource management game**

In this game, each player is given the same amount of resources at the start. Every turn, each player will select a resource they want to give to the other player. After selecting the resource, the player will spin their device and depending on how well they spin it, the more resources they will give to the other player. Once both players select their resources and spin the device, the resources will be given to the opposite players, to avoid the players just exchanging one resource repeatedly. The win condition of the game is to get rid of all your resources.

Since the player will have turns to give each other resources, the game could potentially go for very long times. Also, depending on how well the player spins their device, they could get rid of more resources and make it harder for the other player to get rid of their resources from the start. There could be limits on how many resources the player can give to each other. There would also need to be some kind of mechanic to make the players feel like they have a chance to win, even if they have many more resources then their opposition.

**Decision-based game**

In this game, the players are sitting opposite to each other and are presented with a randomly chosen goal. They both have the same goal. Each round the players will be given two choices. Player one chooses their choice first and then second player chooses their one. Once both player have chosen their choices, they will be moved along their path towards the goal. They could potentially go away from the goal. The win condition is for the players to get to the goal first.

Other additions could include a time limit for the players to choose their decisions in, thus making it more stressful. Opposite players could also shake the phone to scramble the cards or flip them upside down making it harder for the other player.

**Building game**

In this game, the players are sitting opposite to each other. Every turn the players will be able to choose from a list of blocks. Player one will choose their first and they have a choice between building blocks and destructive blocks. If they choose a building block, they will then be able to tilt the device to move the block around to the location they want to. If they select the destructive block, then they will be able to tilt the phone on the opposite player’s side to destroy their buildings. Player two has the same choices. The first player to reach the middle of the device will win.

The games could be very long, if both players play it as best as they can. And due to strategizing being a big part of the game, it could not be for casual players.