**Possible game ideas**

**Shootout**

The players will face each other in a duel. Each player will ‘control’ a character, though technically the characters stand still. Each character will have a health value, and the goal of the player is to deplete the health of their opponent to 0. The overall gameplay will be divided into rounds.

Each round, the first player will select the place from where the bullet will be shot. They will accomplish that by tapping the desired location the bullet is supposed to go from. (This will look like a revolver chamber, where there are no bullets, and the place the player puts the bullet in, will influence the outcome of the round.)

Once player’s one turn is over, the second player has an option to choose the position of the bullet too. They will not be able to see what the first player has chosen.

After both players have chosen their places to shoot the bullet from, after a short time of few seconds, the result will be shown. If the players chose the same position, the bullets will hit each other, and no one will lose health. Should the both choose different places, they will both lose health.

The first one to ‘kill’ the enemy character will win.

There could be other factors that would affect how the players choose their bullets like wind, or perhaps an obstacle.

This idea could also be adapted to include more elements, like for examples catapults or cannons.

The theme for the game currently is western/cowboy.

**Digging**

The players start opposite to each other in a randomised field (it is still symmetrical in the essence.) Each turn the player will be able to make one movement, either left, right, up or down. The game field has dirt blocks scattered around, and when encountered, the player will need to dig them out, before they can move.

Players will collect various gems and items that will give them points.

The goal of the game could either be to collect a certain item (or items) or to collect a required amount of points first. Since the positions would be randomly generated, some games would have some players have an advantage, therefore perhaps it is not the best idea.

There could also be various items that would help the players dig faster.

The game could also turn into a collection game, where the players collect as much as they can, and then they have a fight at the end.

**Opposite race**

Here, the idea is that the players are separated in the middle and are racing. Their goal is to take out the other player.

Every turn the player currently playing will ‘accelerate’ by which I mean that he will tap the screen and hold it for as long as he wants. Holding it will fill up a meter that will determine how much further the player will go forwards. During that time the player can slide across the screen to move their ship/car around to collect points and avoid obstacles. Every hit, will cause damage to the player, which could influence whether they will win in the final clash or not.

The same things happen for the second player. After both players have chosen their distances, they will attempt to cut though the middle. If both players choose the same spot for the switch, they will crash, and the player that has more health wins. The winning player is awarded with additional points.

**Communication lines**

In this game, the players share 4 (could be more, could be less) lines. Each turn they can send a virus towards the enemy player. The enemy will not see how many viruses each line has, until it becomes corrupted (it reaches the middle). The viruses move every turn, and to stop them, the enemy players need to send out a disruptive signal that will block the virus. However, each alternating turns the players can either use a virus or a signal. (For example, player one on their first turns has a virus, player two has a virus, then next turn, player one has a signal, and player two a signal, and then virus for both and then signal and so on)

There could be various types of viruses and signals that the players could utilise. To go with the true 1 tap game, either the line or the virus/signal could be pre-selected for the player so that the can either choose the line or the virus.

The first player that has its virus reach the opponent wins.