**Researching similar games**

**Games provided by the brief**

**Tower of Babel (**[**link**](https://www.airconsole.com/play/cooperative-games/tower-of-babel)**)**

In this game, at most 8 players are taking turns to place down a block on a tower. If they miss or their blocks falls, then they lose and so the tower is destroyed, and the game is over. Every time a player places a block they get a score value based on how well they placed the block. The person with the highest score wins the round and gets a point, and the person whose block has fallen will have a point taken away. The gameplay only uses one input, as the block is moving by itself and it is for the player to decided when to let the block fall onto the tower. As the game progresses, the blocks become smaller and smaller making it harder for players to place them down. The game combines elements that engage in both cooperative and competitive elements. People gain points, so essentially, they try to best each other by collecting more points. However, they can also work together to get the highest tower. Aesthetically, the game is composed of 2D elements with lots of visually pleasing animations (like explosions). The rules are simple to follow but it can be challenging to master the skill to place the block perfectly on the tower. Players do play on multiple devices instead of one.

**Toon Blast (**[**link**](https://play.google.com/store/apps/details?id=net.peakgames.toonblast&hl=en)**)**

In this game there is no multiplayer, and instead the player focuses on progressing through the various levels provided to them. Their goal is presented to them at the top of the screen and they must collect the correct amount of the block of the correct colour to win the level. They must complete the level in a specified number of moves, otherwise they will not win. They can destroy blocks that have 2 or more adjacent blocks of the same colour, to get the points. Depending on how many moves they have left, the player is rewarded with fireworks which give them even more points. Overtime the player is introduced to new mechanics like bombs or balloons that will make the game more challenging. The game appears to be composed of 2D elements, using lots of visual noise to make the player engaged and interested, whilst also using relaxing audio track over the gameplay.

**One More Line (**[**link**](https://play.google.com/store/apps/details?id=com.smgstudio.onemoreline)**)**

In this game, the player is supposed to continue going forward as far as they can. In a sense, this is an endless runner game. The player is supposed to move forwards whilst trying to avoid the pins on the ‘track’. When close to a pin, the player can tap to become attached to it, so they will then orbit around it, to change the direction of their movement. This is a good example of easy to understand, but hard to master game. The player can easily see how they are supposed to move around the pins, but at the beginning it can be challenging to do so without dying as the player still needs to get used to the game. The game appears to increase its difficulty by creating more pins, as well as increasing the speed at which the pins turn the ball around. The games is single-player and aesthetically it is in a 2D spectrum. There is a clear idea of how the player is progressing, as the ball leaves a trail behind showing the player where they have already been.

**Badland (**[**link**](https://play.google.com/store/apps/details?id=com.frogmind.badland)**)**

This game is a side-scrolling action adventure. The game is fairly simple and the only danger to the player character is getting stuck and not moving, and when the player is out of the screen they lose. Nonetheless, the player is supposed to move their character by tapping the screen and making them go up, the longer the player holds the top, the longer the player will go even higher. The player is supposed to move around the environment trying to net get caught up in anything. The goal of the game appears to be that the player needs to get to the next level by going through the tube at the end. Overtime, the game introduces more mechanics like the size-changing balls or additional birds. The game is single-player but can also be a multi-player experience. Visually, the game is stunning and fully composed of 2D elements.

**Leap Day (**[**link**](https://play.google.com/store/apps/details?id=com.nitrome.leapday)**)**

This game is kind of like an endless-runner game. The player is supposed to continue going upwards, by jumping up different blocks. The game uses one input, a tap, however it covers multiple mechanics. The basic mechanic is the jump, the player character moves by itself, but the player must tap the screen to make the character jump. When on the wall the player character will start sliding downwards, waiting for the player to either jump or do nothing. The game does have checkpoints however, and the players collect points when playing. The game gets more challenging over time, as the environment begins to get populated with traps like spikes. Visually the game is also composed of 2D graphics and is single-player.

**One Tap Heroes (**[**link**](https://play.google.com/store/apps/details?id=com.cis.oth)**)**

In this game, the one tap input is utilised very well. Despite the player only having one input, they can do so many things at specific times. Normally the player character goes in one direction, and when player taps the screen, they will jump. However, if there is, for example, a ladder under the player character, then when tapping the screen, the character will start climbing instead. The goal of the game appears to be to collect three stars in the level and bring them to the bear-like character. That will complete the level and then the player can continue with the next one. Apart from the stars, the player can also collect other points. The player can also speed run the level to get an even higher score, as each level appears to be timed. The visual style of the game is fairly simple and is composed of 2D graphics. The music is calm and happy and creates this happy, adventurous mood. The game is single-player.

**Other games**

**Break Liner (**[**link**](https://play.google.com/store/apps/details?id=com.mamau.breakit)**)**

This game could also be categorised as an endless-runner game. The goal of the game is to carry on forward, breaking through the line. The spacecraft that player controls starts on one side and is supposed to move from side to side, whilst making sure it destroys the line. Some places on the line can’t be hit and will destroy the spacecraft instead. Once the player completes the needed amount of breaks, they will be assigned a new number of breaks they have to complete. Visually, the game is composed of 2D graphics and is fairly simple in its art style. The music creates a mysterious/adventurous mood and the effects when you break the line look good too. The game is single-player.

**Stretch Dungeon (**[**link**](https://play.google.com/store/apps/details?id=com.nitrome.stretchdungeon)**)**

In this game, the goal of the player is to get the character to the bottom of the current stage. The player when they tap the screen, will stretch the walls of the dungeon, allowing the player to control how the character is falling. Along the way, the player character will be encountered by many obstacles that the player needs to make sure that they avoid. The player can collect points like falling and can also activate checkpoints. The game visually is composed of 2D graphics. The game is single-player.

**Stack (**[**link**](https://play.google.com/store/apps/details?id=com.ketchapp.stack)**)**

This game is like Tower of Babel. The player is supposed to stack the objects on top of each other, thus creating a tower-like build. However, unlike Tower of Babel, this game is single-player. The way the game works is that a block will come from either side, and the player will need to place it correctly on the top of the stack. If they misplace the piece, then the piece of the block that is over the limit will be cut down and the following blocks will have their size reduced, making it harder for the player to place them correctly. If they miss a block they lose. However, if they place the block correctly, then a sound will play, and the stack will just continue to grow. If the player does however get multiple perfect placings, one after another, then the blocks will increase in size. Each placed block, no matter if perfect or imperfect, will give the player one point. The player’s goal is to beat their previous high score. The visual style for the game is abstract, using just cubes. It is hard to determine whether the blocks are made in 3D or 2D, because of the perspective.

**Pathogen (**[**link**](https://play.google.com/store/apps/details?id=air.com.BirnamWoodGames.Pathogen)**)**

In this game, two players take turns placing cells on the board. Depending on what cell is placed, a different effect will happen. Player can upgrade the placed cells. The goal of the game is to get as many cells as possible on the board. The game is very strategic as the player need to think and analyse what their opponent is doing and what they should do next turn. The game appears to be versatile, as there are lots of different boards to choose from. There appears to also be a campaign mode, implying the players can play a single-player mode to improve their skill. Visually, the game is composed of 2D graphics and it’s art style if abstract, using mostly shapes to indicate what is happening.