**Understanding the brief**

The brief is asking us to produce a **2D multiplayer** game**,** where the main control mechanic is a **tap** and rules are **simple and intuitive**, and players play on a **single device** in a **turn-based** gameplay in a **symmetric** environment.

As the brief later continues, we are supposed to focus on the gameplay experience, rather than showcase our technical capabilities. As stated, the gameplay experience should be:

* **engaging** – the game should not feel like a chore, it should be played for fun, something to pass time during breaks. It should not include much reading and rather focus on visually pleasing animations and effects that keep the players interested in the game as well as encouraging them to continue playing.
* **focused** – there should not be any distractions within the game that would bring the players out of the mood, like for example advertisements popping up in the middle of the game. Apart from that, by making the game more challenging in terms of problem-solving or strategizing, could make the players focused on figuring out how to beat their opponent.
* **polished** – making sure our final product is polished, will reduce the risk of the players running into errors within the game, which could have negative repercussions, like the players feeling the game is unfinished and such resulting in them perhaps feeling frustrated and not playing the game in the end.

The game must be created for a **mobile device**, insinuating that the gameplay should be quick, as the players can play during breaks or whilst waiting on a train, bus or wherever. The 2D and multiplayer requirement also fits nicely with the mobile as the designated platform. The 2D graphics will not be as heavy on the processing power of the phone as the 3D graphics would be and the portability of the mobile devices goes well with multiplayer, as the players can just take out the phone and play whenever they want to.

The brief continues by expanding upon the **one tap** mechanic. The mechanic should be easy to control but hard to master, thus making the game easier to get into for newer players and more casual players, as well as reward the more invested players, as they will only become better with time when playing. The one tap mechanic also makes the rules of the game more limiting in terms of what we could do, as we technically only have one input possibility. However, by making the rules simple, it will help the casual players get into the game much faster.

The multiplayer requirement is supposed to make the players more committed towards playing the game, as they have an opponent to beat. This also means that the players will be able to modify the game to their own rules, by setting own goals and rules to make their experience even better. There is no real explanation on the turn-based system we should implement, thus giving us some freedom of how we could possibly implement the system. The game has to be adversarial, therefore our product should not include cooperation, and rather focus on creating a conflict between the players, to further fuel their engagement.

There is no further mentions on the **symmetric** requirements, however that is self-explanatory. By making both sides the same, that will make the players equal and therefore none of the sides will feel like they are at a disadvantage.

The brief also mentions that our “game should feature no more than one introductory info page as a tutorial” and the rest should be explained by the game itself. This further implies that we should keep the rules simple, as with few simple rules, creating a short tutorial would not be that challenging. It also implies we should not have that many rules that would have to be explained to the player.