***Researching Other One Touch Games***

**Canabalt:** This was a simple endless runner where the players single input would make the player jump to avoid obstacles such as roof vents and the games between the buildings. An interesting feature of this game is that there is always a lot going on, when you land on some roofs a flock of birds will fly up, this seems like it is to create a distraction to the player causing them to make a mistake. I do not feel like an endless runner would offer enough competition between two players to make them want to play keeping the game engaging.

**iCopter:** Again this is another type of endless runner, where the player controls a helicopter, when they touch the screen the helicopter’s altitude increases and when they release the altitude decreases, the player has to use this to move the helicopter up and down to avoid obstacles. I like the simplicity of this game and would like to try and implement that in our game.

**Leap Day:** This was a fun game to play where the player had to jump up the screen trying to get as high as they could avoiding the danger zones, to turn this type of game cooperative then one player would have to reach X level and the other player would have to try beat them, meaning this could still just be classed as a single player game. I enjoyed the colours of the game with lots of collectables to reward the player. Although there was only a single input for jump, depending on where you were or what you were doing would determine how the character acts, for example if you jump to a wall they will hold on the wall, if you double tap you get a double jump.

**Tower of Babel:** Everything about this game was good, it was contained to the middle of the screen so the players knew exactly where to look, it was very colourful and engaging with animations to give the player feedback with fireworks going off for a perfect drop etc. I enjoyed how there were mechanics out of the players control such as the wind blowing that would make the player have to adjust their drop to account for the added force.

***My Ideas***

**Bowling:** This type of game is fun for everyone, it would require a single touch to stop the “aim” arrow in the desired direction, and to stop the “power” bar for the desired amount. I quite like this idea with each player having their own lane taking in turns to bowl, maybe create our own new rules to vary from the original game.

**Golf:** Lots of people enjoy playing golf as a video game, playing games such as *“Golf with Friends”*, *“Crazy Golf”* and *“Worms Crazy Golf”* to name a few, as with the previous bowling example we could come up with our own rules and take on the game, with each player standing on a hill on opposite sides of the screen for symmetry, they then would have to hit the ball the correct amount to land it in the hole before the opposing playing gets their ball in.

**Maths Based Games:** I saw a couple of maths based games where the players could be asked a series of questions, with a multiple choice type game, the player would have to touch the correct answer before the time runs out, if a player gets the wrong answer or the time limit runs out they lose.

**Chess:** Come up with a new idea and rules for chess to make it a quicker run game lasting less than 5 minutes, speed chess?