***Understanding the Brief***

From reading through the brief I am currently unsure on how the players must take turns, whether after each tap the game state changes or if the players can do many turns and the other player must beat it. Focus on the former until clarified. The game must be kept engaging, this should hopefully be achieved through the adversarial component of the game keeping players wanting to beat their friends and/or the highscore.

The main mechanic must rely on the single touch input from the player, it should be easy enough to play a couple of times to learn what does what, but ultimately the player should go through a learn, practice, master loop.

There needs to be some kind of feedback whenever the player does anything within the game, this removes the need for big walls of text, for example in the *“Tower of Babel”* game if the tower drops perfectly then fireworks are set of, if the block destroys the tower then the tower is shown falling down.