After looking around at the market for casual games on the mobile, one thing stood out quite clearly, the fact that they had *Social Media* interaction, this allowed players to complete a level and share with their friends. They also had very simple and easy mechanics, one game I looked at was ***Diamond Dash*** which is a match 3 puzzle game, they also added timed levels to increase the difficulty, once you finish levels you are then able to share your progress with your friends.

Casual gamers are not looking for lots of confusing mechanics to a game, they like simple repetitive motions such as games developed by Ketchapp where the player is required to complete simple taps to jump over obstacles repeatedly.

Keep the games simple, if the player is overloaded with information then they will lose interest and not stay engaged in the gameplay.

Some ideas of how we can adapt our game:-

Making use of the gyroscope: So instead of having a combination of 3-4 nodes that the player will have to hit, take the one node and make it harder to get it perfect.

Sliding the players finger: We could use this mechanic to move items around the screen, for example a sorting game where the player would have to correctly sort for example clean clothes from the dirty cloths by moving them to the correct pile once they appear on screen.

Time Limit score

EXAMPLE: Dirty Pile

EXAMPLE: Clean Pile

EXAMPLE: Piece of clothing