**Mechanics that could provide a negative feedback loop for Super Sushi Showdown**

**Unique Customers**

Customers that would serve as ‘power ups’ to the losing player. At some point in each round, the losing player would have a unique customer appear. When the unique customer is served food, they will grant power ups to the losing player, or adversely affect the winning players next turn. I have a few ideas for unique customers that we could implement:

* **Special Agent:** a unique customer that sabotages the opposing players conveyor belt on the next turn, causing it to move faster.
* **The Food Critic:** a unique customer that brings more customers from the opposing players bar than regular customers when served.
* **Troublemaker:** a unique customer that throws rotten sushi at the opposing player on the next turn. The rotten sushi needs to be clicked off the screen with a tap, lest the customers of the opposing player leave in disgust.
* **Celebrity:** a unique customer whose mere presence attracts customers to the bar of the losing player. The Celebrity passively attracts customers from the opposing bar so long as they are sat at the bar. For players who are very far behind.

**Bin and Sabotage mechanic**

If this mechanic is implemented, a bin will need to be placed at the end of both players conveyor belt. If a sushi passes every customer without being served, it is put in the bin. A turn later, the bin can be tapped by it’s respective player during the other players turn to toss a rotten sushi, which works the same way as the Troublemaker’s rotten sushi.

Naturally, the player who is failing to serve the most sushi will have more rotten sushi to throw, meaning the losing player will typically have more ammo in their bin.

**The Golden Sushi**

Players who are far behind have a chance of having the Golden Sushi appear on their side of the screen. When the golden sushi is served, the player who served it is given a luminous glow around their bar. For a couple turns, customer attraction for that player is doubled.