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| WHAT GENRE OF GAME ARE YOU CHOOSING? | Idle Game |
| WHAT MECHANIC ARE YOU CHANGING? | Remove waiting / passive play |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | a skip time button but time as a limited resource. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Not sure on correct terminology, the feeling of mastery and making a system which works. Like in management games / single player strategy |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Balance and not making it too easy |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | * Incredibly large numbers (~ 1024-30) * Running huge iterations of the game loop in a performant way |
| PLAYER FEEDBACK (1) | “It took me a fair few tries to get what I thought was the perfect setup, then I realised I was doing it totally wrong and could make it so much more efficient” |