

# Game Design Hook & Anchor

## Anchor

A player will find similarities with the flow of card games like Bang! or Sedma. Fans of strategy games will find familiarity in resource management but the game is welcoming to players who enjoy casual games they can play on a lunch break.

## Hooks

The game generates different and interesting scenarios in every play session. This can lead to risky strategic decisions that spice up the game and lead to glorious victory - or flop on their face.

Because the game is fairly short, it's not a big commitment to play *one more game*.