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Common questions from the articles and I’ll answer them for our current concept:  
  
**Is the basic concept simple? (Making it easy to teach)**

-Yes. You can explain the basics in one sentence. “Jump on other player’s heads”  
**Is it watchable? (So non players or benched players can still find it interesting)**-Possibly, depending the amount of visuals we add. Currently our plans are to add players exploding in coloured paint that colors the level which makes it interesting to watch.

**Is the playtime short but replayable? (So people can quickly switch controllers and makes it easy for** **rematches)**

-Yes, but can be changed for longer matches.  
  
**How do you deal with player removal? (As players that are removed from play get bored quickly)**-By transforming removed players into ghost that can interact wit the players by holding them shortly and by activating and interacting with the blocks of the level.

**Has it such a luck element that low skill players can still occasionally win? (so new players don’t** **constantly lose and lose interest)**

-Yes, with the power-ups and pickups.