Playing video games has become ubiquitous to the daily lives of many people. A lot of games offer a multiplayer mode, and an increasing amount of games are being created that offer only a multiplayer experience. In our personal experience we have noticed a contradiction regarding multiplayer games. While multiplayer games seem to promote social interaction, in reality the social interaction is very limited. That is why we decided to focus on social interaction during the design of Taxi Trouble, making social interaction an integral part of gameplay.

Game play has become an integral part of the lives of many people especially when it comes to social interaction and communication. Upon this assumption we designed the game that engage group of people to play a game together on their mobile in order to get entertained, to communicate and have sense of togetherness and friendship. Our main research based on that so the main aspect of our design was to satisfy basic needs of social interaction.