// Duels UX Solve: Repetitiveness

UX Concerns:[1]
- Players identify the gameplay as feeling repetitive early on.
- Players need more choices (see Jason's Player Engagement Doc)

Validity - Medium:[2]
- Proven via internal research
- Part of core loop, it is the actual gameplay

Solution Pillars[3] -
- Users should feel there is some replay value in core gameplay.
  - CSR: the "start" element adds to a dynamic feel to their core gameplay
- Users should feel there is some diversity in core gameplay.
  - CSR: changes the tap mechanic a bit based on cars, etc
- Users should have a core understanding of how they are performing and ways to improve (users are more forgiving of repetitive gameplay if they feel they can improve ala old school arcade games)

Solution [1] Process [Resources Required: Design, Art, Engineering] :
- **System: QTE**
  - Successfully achieving a QTE should give the user a chance to collect "loot"
    - See Skyforce drops, the randomization of the reward gives users incentive to replay and builds perception of dynamic gameplay
  - QTE should give the user a choice of route
    - Makes gameplay feel more dynamic, as players can choose different routes

- **System: Consumables**
  - Consumables should really focus on augmenting gameplay in ways that are easily "felt" by the player in game.
    - See jetpack joyride, other runners
    - Examples: cannons always on, missiles always on, boost w/ cool down (pauses time for a bit), etc

- **Meta Goals:**
  - Consider adding meta goals for players to focus on which would require them to play the game differently.
    - See pretty much every "runner" game type
    - See skyforce (rescue civilians, take no damage, kill all enemies,etc)

- Add Risk vs Reward Scenarios In Game:
  - Destructible elements in gameplay that reward points/loot
  - Allow player to engage spawning QTE which gives them chance to hit enemy and look awesome
  - Fully flesh out loot system

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[1] **UX Concerns:** These are focused issues the document will identify, quantify, and solve.

[2] **Validity:** A scale on how serious the ux concern is in relation to product success. [**Critical :** Proven via internal research [UR and/or UX group], part of core ux loop, will most likely affect product profitability, **Medium:** Concern in relation to other similar products,research and future scalability, part of profitability loop, could affect product profitability, **Low:** Has not been proven, part of product, affects UX].

[3] **Solution Pillars:** Each solution should lend itself to supporting these. Three to Five should be sufficient.