

What Makes a Good Smartphone Game?

If you've got an iPhone, android device or any other kind of smartphone you've probably been flicking and swiping your way through a huge selection of games. Without thinking we've lost countless hours staring at our tiny screens, but what exactly is it that makes us come back for more?

With this article the popularity and quality of smartphone games will be put under the microscope and understanding what it is that blesses them with thousands of downloads. It's gotten to the point where these games make home console video games creators think twice, so there must be something to the appeal of a simple, honest smartphone game. When you boot up a game on your new Galaxy S3 from ebay.co.uk think about these points and consider what makes it fun.

First of all, it's hard to ignore how popular and pervasive smartphone technology is: the BBC reports that [shipments of smartphones have passed the one billion milestone](#) last year. The market is there, then, to encourage programmers to delve into the mobile network, guaranteeing that someone somewhere will download it – the more talent you have working for a platform, the more quality games are going to be produced. Larger companies like Electronic Arts (makers of the FIFA football series) are seeing the mobile market as a untapped resource, spending time and money producing a quality game they can sell for mere pounds. These companies are driving up the standard of games and turning mobile games from something to do while on the bus into something worth investing time in.

Not every game has to be the next Legend of Zelda, however; there's still joy to be found by popping on a game for five or ten minutes. These short bursts of gameplay are what makes mobile gaming unique, quickly solving a problem or completing a level then going about your business. You only need to look at one of the biggest names in mobile gaming to see this in action – Angry Birds has short but sometimes challenge levels are segmented in a way that there's no need for a long setup for it to be enjoyed. Scoring goes a long way to bolster this effect: shorter levels can have more replay value if there's a score to beat. Think about that next time you're about to beat your record on Temple Run.

These games require designers and programmers to condense everything they've learned about making video games into a package that can be understood and enjoyed within five minutes. This means simpler games that make use of intuitive touch-screen controls. Games like Jetpack Joyride only rely on single taps for control and still provides as much fun as a games that needs an 18-input game pad. This simplicity has allowed puzzle games to blossom once again in the gaming world, with the number-matching game Threes [recently gaining popularity and success](#). Many gaming snobs may not consider mobile games as a legitimate alternative from their multi-million dollar titles, but there are some incredible smartphone games out there that are worth your time.