**GROUP PROJECT BRIEF :**

* Single player game
* Consider a genre or type of games that have a typical mechanic or set of mechanics defined as integral to them
* Develop a game without the specified mechanic or mechanic set
* Substitute the mechanic with a refined new solution to the problem that removing the mechanic creates
* Emphasis on a single mechanic

**DELIVERABLE :**

* A game that is self contained and needs no explanation from the developer to play.
* Emphasis on the gameplay experience
* A game that abstracts itself from the conventions of a genre by removing a key mechanic or set of mechanics

**We are looking for you to complete as fully as possible in response to the Brief. Upload to Github.**

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Twitch stealth |
| WHAT MECHANIC ARE YOU CHANGING? | Movement |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Slingshot launching mechanic:  Players move their characters through a launching mechanic. Players must consider their movement, where they’ll stop and what area they will fly through, taking enemy movement patterns. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Suspense and relief through stealth. Fiero through mastery and execution of strategy.  Zen focus and excitement through quick movement through rooms. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Avoiding repetition in level design. In order to achieve Zen focus, the game must also be fluid in movement and control, which may prove contradictory to the core mechanic. Providing the player with a sense of mastery with the controls. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The launching mechanic must be robust and satisfying to use, which will likely involve a lot of fine tuning in the Unity engine. There are also multiple ways to implement the slingshot so it is important to pick the correct method. Enemy movement patterns may also prove complicated. Basic AI in the enemies would improve the game, but also be difficult to implement. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- Controls are satisfying to use, found myself in a focused state of mind. Compelled to beat my own personal bests. Controls are fair but challenging. The overall experience is fun as instead of a game like Getting Over It, which tries to provide a frustrating experience based off the unfamiliar controls. |