**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? | Stealth |
| WHAT MECHANIC ARE YOU CHANGING? | The movement mechanic |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Slingshot mechanic:  The player will have to move through a launching mechanic. He will have to fly from one point to another, with a certain speed, and avoid the enemy’s field of view. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Suspense through stealth. The character cannot do anything else beside moving, so the player will have to make a strategy of not being caught, and if he succeeds the fiero will appear. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The repetition, which leads to boredom. We, as designers, will have to think and try to create different maps(levels), and the movement of the enemy and his field of view have to change as well. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The slingshot mechanic. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :  - The movement is smooth, the game is challenging and the interface is friendly. |