**GROUP PROJECT BRIEF : CHARLES GILLARD**

* 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? | The game will be in a cartoon stealth style, similar to games such as Sly Cooper and Mark of The Ninja. The game will be suitable for old and young audiences. The game will also be top-down in a 16-bit style |
| WHAT MECHANIC ARE YOU CHANGING? | The mechanics relating to movement will be changed, instead of moving the character by running or walking, the character will move using a slingshot mechanic. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The movement mechanic will be changed to a slingshot mechanic similar to those found in Angry Birds. the player will aim the slingshot, choose the power of the shot and then the player will be launched to the destination. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | the main emotion we want to achieve for the player is fun and enjoyment, the game will be generally light-hearted and something silly to play when someone is bored or has some time to kill |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The style of the game and getting the slingshot function to work. The style of the game needs to be cartoon-like and it also needs to convey the themes of stealth. Level design will also be tricky as it will need to allow the flow of the game to be fluent and fun |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Probably programming the enemy AI. In the levels the character will need evade some guards and not be seen. Programming this system of lines of sight might be an issue |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have?  I would wish that the player finds it fun and addictive to play, ideal feedback would be that the player would like to play more, and that they find the movement mechanic satisfying to use. |