**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? | Movement. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Slingshot movement instead of fine control movement.  Players will move around based on a slingshot type mechanic, dragging the player back to determine power and direction. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | A sense of suspense and uncertainty due to how less controllable the player movement is compared to other stealth games. A sense of accomplishment from completing levels. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Level design, wanting there to be multiple ways for the level to be completed and not just be one ‘right’ path for the player to take. How to make the slingshot, should the player move when dragged back or should the player stay still while a guiding arrow appears. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Implementing a movement script for enemies to add difficulty to the game.  How exactly the movement is implemented. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- Controls are challenging but fair to use. Levels are engaging and require planning of movement to complete. |