**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. |
| 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. 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. |