**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

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Stealth/Platformer, Action game. Emphasis on making the player always feel vulnerable and underpowered. |
| WHAT MECHANIC ARE YOU CHANGING? | 1. Movement 2. Vision |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | 1. Movement – Gameplay freezes when no action is performed. (SuperHot) 2. Vision - to be replaced by a sonar or radar. Only affective once the player or an AI moves. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | A focus on creating suspense by limiting the players knowledge of the play space. To create focus within a player as the action raises within the game. (Hard fun) |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Art asset creation  Level Design |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Unity |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  The gameplay is engaging, so much so that players cannot look away from the screen for a moment. A consistent level of suspense throughout the gameplay. |

Mechanics that compose a stealth game:

* Hiding (undetected)
* Disguises
* Sneaking
* Choice between sneak or attack
* Noise (audio design)
* Shadows
* Line of sight
  + The player could have restricted line of sight
    - Play from a traditional in-game enemy’s perspective

By way of avoiding confrontation with enemies

Removing Lethal weapons from the player. (outlast)

Maze game:

Player must navigate through a maze but with the players vision/knowledge of the play space limited. By touching or collecting certain objects the players vision of the play space returns briefly. (Think of Pac-man but if the player had no knowledge of the play space until they collected a yellow dot.)