Lv4/5\_Group 9: Reviewing the progress of our project.

Critique from stakeholder meeting:

* Not closely following the brief.
* Shooting mechanic was not justified.
* Game was “boring”/ poorly executed.

Changes made (mostly effects narrative/design)

* Narrative follows a war veteran.
* Protagonist must battle to keep hold of reality (Ruckkehrunruhe).
* Achieved by collecting figments of reality represented in the form of ‘crystals’
* The fog of war represents the small perpective of protagonist. This links back to Occhiolism as fog overpowers protagonist.
* Shooting is justified through the fact that enemies take the form of ‘enemy soldiers’ protagonist fought in the war.
* The enemies will having a level of transparency to represent that they are ‘figments of the past’.
* Gameplay is initialy set in mordern world but would gradually shift to ‘war’ landscape to represent the shift of the players sanity as game progress.
* Final level will have the gamescape revert back to modern landscape to represent the protagonist shift back to reality.
* Protagonist is a dog and enemies are cats ( this plays off the dog vs cat trope)