**SEMESTER ONE & TWO: L6 GROUP PROJECT BRIEF**

***Theme: Mental Disorientation and Panic***

Using our skills as designers, we want to get the emotional responses of mental disorientation and panic from our chosen player base. We will need to create an environment which is believable and allows the player to become immersed in the setting we provide them. This allows the build-up of tension under pressure.

Often varying levels of panic can arise in “pressurized” events. Having high pressure moments where everything you’ve worked towards is at risk. Often with a precedent of disorientation as the player is beginning to understand the current situation. We will need these moments to heighten panic within our own game, a moment where the player grasps the gravity of the situation. Knowing the consequence of failure can also heighten the panic player’s may experience. Before players panic there is often a sense of disorientation, you’re making rash decisions based on the pressure placed on you. Frustration is a response caused by an imbalance in panic and disorientation and is something we want to negate in gameplay. It is our job to assimilate and use the techniques in the games listed in the Inspirational materials to achieve our key goal.

***Initial Pitch:-***

The team will be looking for clear evidence of the following components of the game from the initial pitch:

* Target Market
* Clear evidence of a properly researched Art Style Guide.
* How players will clearly understand their goal.
* How players will clearly understand how well they are doing.
* How players will clearly be able to understand the cause and effect in the game.

***Research links:***

<http://www.gamasutra.com/view/feature/1992/constructing_artificial_emotions_.php?print=1>

<https://ww2.kqed.org/mindshift/2013/02/18/why-confusion-can-be-a-good-thing/>

<http://www.gamasutra.com/blogs/DarrenMcKettrick/20130909/199865/An_Investigation_into_the_Effects_of_Horror_Games.php>

[**http://www.gamasutra.com/view/feature/6480/scary\_game\_findings\_a\_study\_of\_.php?print=1**](http://www.gamasutra.com/view/feature/6480/scary_game_findings_a_study_of_.php?print=1)

<https://www.researchgate.net/post/Is_it_possible_to_implant_panic_in_a_serious_game>

https://zscalarts.files.wordpress.com/2014/01/emotions-revealed-by-paul-ekman1.pdf

***Inspirational Materials:***

These games which don’t necessarily share the same genre, do share the underlining emotion of panic, how they are used is for you to find out.

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| Accounting (Stanley Parable) | Stanley Parable | Layers of Fear |
| Surgeon Simulator | Outlast | Memento |