Our Brief invites us to explore the techniques of building tension and releasing it. This is to be done in an immersive environment. In order to make the virtual world in our game immersive we need to focus and pay attention to the following components; an immersive environment including textures, sounds within the environment and paying close attention to details. One of the main challenges of this brief is to not alienate the player but still leave them with enough information to be able to play the game.

As mentioned above our ability to effectively build tension in our game is our main aim. There are many components we can use to do this. Some of which are listed below; Isolation, This is a very simple way to build tension. Humans tend to find comfort in being around others. If you take away this comfort people will start to feel uncomfortable. We should try and utilise this in our game. Another example is Resource Management. Keeping a player on the edge about how many resources they have will build tension in itself.

The brief also requests that we make the game as immersive as we can. This is a very key component when designing a game. The game world needs to be consistent and believable to fully immerse the player. There are some issues that will completely destroy the player’s immersion, these are bugs, inconsistency and confusion.

To challenge our groups game design skills we will be constraining ourselves to one environment. This will allow us in the time allocated to be able to focus on producing one really good area/space rather than multiple.

Core research Materials.

Extra Credits Video on the Magic Circle - <https://www.youtube.com/watch?v=qZ-EY9gTsgU>

Tension and release- <http://www.gamasutra.com/view/feature/134313/addressing_conflict_tension_and_.php?print=1>

Article for finding flow and immersion <http://www.gamasutra.com/blogs/HazelBradshaw/20160525/273468/Gameplay_Flow__Designing_for_Player_Immersion.php>

Limbo- <http://store.steampowered.com/app/48000/>