**Summary:**

When investigating into what problems a lot of “immersive games” had was its attention to “realism” in terms of visually stunning graphics to aid or compliment immersion in these games. One game series, that has done this is the Call of duty series, with games such as Call of duty: Modern Warfare and Call of duty: Ghosts. Another issue that we found is that, games which focused on having immersion in tandem with realism. This led to the player being the focal point of the game while this may not be entirely negative, it did lead to the game world becoming less convincing. Because of this the player would be able to predict what would happen next which is counterintuitive for creating immersion. Using this brief, our group has decided to explore and identify these issues and problems within Immersive games and how we can create a game to solves these issues.

**Theme:**

After identifying the problems in immersive games that we wanted to solve, we decided to pick a theme that would aid in this solution. We decided to explore which emotions would be beneficial in helping immerse the player into the game world in which we want to create. Upon researching different types of emotions in humans we decided that the emotion that would best complement our goal would be **empathy**. The main reasoning behind using this emotion is to make the player care, we want the player to care about character, we want the player to forge a relationship with the character and through the trials and tribulations they will go through on this journey through our game. We also want to be able to further immerse the player into the game and deepen the relationship between player and character through a creative and detailed narrative which we believe will not only help us achieve this, but also enrich the players game experience.

**Key Skills:**

To further enhance the sense of immersion we will need to find a way of having the game world carry on even when the player stops “playing”, this will require some randomized events and possible pathing for NPCs. We also want to focus on not restricting the player in what they do, to avoid making the game too linear, we want the player to find their own path through the game thus creating their own unique expertise, this can be achieved using an exploration mechanic, which can lead to:

* Discovery of new places, new items, new plot, getting more insight into the main character, feeling more connected the game world.
* Interconnectedness. The world feels like a unified whole.

And issue with this could be the player may feel like they are getting lost of simply exploring for too long, or there isn’t enough to do between “exploring” therefore this can be coupled with twitch mechanics which come from quick-time events, that are randomly triggered in areas over random intervals as well as after they player has gone into certain areas. This will require coding of triggers in areas and of interval interaction between the player and the quick-time event (whether that be ai or environmental etc.)

**Constraints**

our game will be developed for PC and will incorporate Compulsion, Core, Positive and Negative Loops. Using theories and concepts from behavioural psychology and special presence, we will maximize the emotional responses from the player to enrich their game experience.

Research materials:

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