**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 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**.

**Key Skills:**

Mechanics

**Key Skills:**

Key Skills

**Key Skills:**

Emotional Empathy

**Key Skills:**

Cognative immersion

**Constraints**

Our game will be a 2D Snack Game. Developed for Mobile and will incorporate Compulsion, Core, Positive and Negative Loops. Using theories and concepts from behavioural psychology and hook cycles we will maximize the emotional responses from the player to enrich their game experience.

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