**Summary:**

When investigating into what problems a lot of platformer games have, it was drawn to my attention that is has recently been harder to create a unique platformer game that isn’t regarded as a clone of a previous platformer game. With games such as Mario bros., Metroid and sonic adventure. Another issue that we found is that, games in this genre seem to use reoccurring themes regardless of other game that have previously come out with similar themes. This led to the dilution of games as they were simply trying to ride the success of other games that have done well for themselves. Because of this the player experience would be neglected and in some cases the quality of games would be would be sub-par and possibly driving players away from any platformer games that haven’t been made by notable companies or games that has gameplay trailers that have been well received. Using this brief, our group has decided to explore and identify these issues and problems within platform games and how we can create a game to solve these issues.

**Theme:**

After identifying the problems in platform games that we wanted to solve, we decided to pick a theme that would aid in this solution. We decided to explore theme that are seldom use in platformers. Upon researching different types of emotions in humans we decided that the emotion that would best complement our goal would be **empathy**. Upon further research, our group decided that we would need to refine the way in which we want to use empathy in our game, as it can be conveyed through various emotions so we decided to look at the various emotions and see which ones would best suit the game we want to come up with. Once this was done be decided to emotions **anger** and **joy** along with their secondary and tertiary emotions to create the right emotional responses we want through the use of empathy.

**4keys:**

We will want to identify and choose from the four keys to fun for our game. We will want to use hard fun where possible as this will allow us to capitalize the use of anger and joy emphasising the effect of fiero. We will want to implement elements of serious, people fun into the game. The reason for this is elements of these aspects of the keys of fun can be used in tandem to make a game that can be enjoyed by a multitude of people.

**immersion:**

Upon further research, we considered how we can tie together immersion into our game through the mechanics that we want to explore within out game. We looked at the three main types of immersion; cognitive, sensory and narrative. Cognitive immersion is mainly focused towards creating focus using fast-paced challenges, the player is focused on the game play, as they try to adjust to the increasingly difficult challenges and responding to them accordingly. Sensory immersion is focused towards providing a game world that envelop the player’s senses while they are playing, this is not just limited to visual aspects but also audio that help enrich the experience for the player. These things help player willingly transport themselves mentally into the game world. Narrative immersion is focused on creating an empathetic connection with the player. Using meaningful narrative, this can influence the player’s sense of presence in the game world and further strengthen the connection between them and one or more characters in the game.

Based on the three different types of immersion our group decided to pursue the use of cognitive immersion in our game as we feel this will better compliment the type of game that we are making. We will be incorporating techniques sensory immersion to an extent into our game where possible to further enrich the sense of immersion we are creating within our game, alongside getting the right emotional responses from the player.

**Empathy:**

As empathy in games can be rather broad, our group decided to research into the different types of empathy that can be used in games, and see which one would complement not only our game but the type of immersion that we chose. There are two main types of empathy used in games, cognitive and emotional empathy. Cognitive empathy is where the player becomes the character and acts out that role using role-play, it allows you to put yourself into the shoes of the character without necessarily engaging with their emotions. The other is Emotional empathy is where you feel the other persons emotions alongside them, almost as if you had “caught” them. This is created using care-taking: as the player takes nurtures the character(s), protecting them from harm, and giving them tender loving care as well as teaching them this helps build the connection between the player and character. Because of this we decided that using cognitive empathy will be best for us to try and convey emotions that tie into anger and joy.

**Key Skills:**

To further enhance the sense of immersion and empathy in order to create a platformer that does not seem like it is a clone of other games out there, we will need to find a way of having the game not feel like a simple a-to-b route but rather give them tools to get from one point to another anyway they see fit. 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 way of completing the level in whatever way they choose and not limiting their options. An issue with this is the player may feel like there is “no right way” to do this, therefore this could be introduced to the player in a tutorial that shows them what the character needs to navigate through the level

**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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