**GROUP PROJECT BRIEF :**

* Single player game
* Consider a genre or type of games that have a typical mechanic or set of mechanics defined as integral to them
* Develop a game without the specified mechanic or mechanic set
* Substitute the mechanic with a refined new solution to the problem that removing the mechanic creates
* Emphasis on a single mechanic

**DELIVERABLE :**

* A game that is self contained and needs no explanation from the developer to play.
* Emphasis on the gameplay experience
* A game that abstracts itself from the conventions of a genre by removing a key mechanic or set of mechanics

**We are looking for you to complete as fully as possible in response to the Brief. Upload to Github.**

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Racing (Drag race) |
| WHAT MECHANIC ARE YOU CHANGING? | Removing the ability for the player to control acceleration and change gears in a standard way |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Players will be required to answer questions correctly to change gear. These questions could be themed or comedic to cater to different audiences and may be multiple choice at the start of the game. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Depends on the types of questions we choose to create   * Joy/excitement/smugness (when a question appears that you know the answer to) |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | * Creating unique characters/racers/vehicles * Creating different tracks * Making sure that the questions are appropriate and contain the right content for our intended audience/desired emotions |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | * The ability to create an AI opponent since the game must be single player * Altering the speed of the racer depending on the gear changes |
| PLAYER FEEDBACK (1) | * I hope you continue development and update the game in the future |