**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? | First Person Shooter |
| WHAT MECHANIC ARE YOU CHANGING? | The ability to fire a weapon at enemies |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player can instead deflect the enemies projectiles back towards the enemies using a player equipped object (shield/mirror .etc) |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Fiero  Frustration Stress |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Level design, will be difficult to design the placement of the enemies around the map, so that the player has a chance of deflecting their projectiles (difficulty) 3D environment Environment, lighting/ fog, projectile effects |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Ray tracing/line tracing of the projectile path Spawning of enemies at different locations  Realistic environment/shaders Reflect mechanic Physics modifiers/material |
| PLAYER FEEDBACK (1) | Challenging, easy to understand, hard to master |