**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, wave based survival game |
| WHAT MECHANIC ARE YOU CHANGING? | Player is unable to shoot any enemies; they can only affect the health of enemies using the environment |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Objects in the world can be moved towards the enemies using compressed air weapon to propel the objects. Environment is fully destructible so if an object is fired towards certain parts of the map, the environment will collapse/fall onto enemies |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Fiero Adrenaline Rush Frustration |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | 3D Animation for character Balancing of weapon and wave speed/enemy amount/timing Level design, need to be varied/large fixed player area Environment design and lighting |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Destructible environment User interface elements such as power meter on the gun AI of the enemies, making this realistic |
| PLAYER FEEDBACK (1) | Challenging game, easy to understand, hard to master |