**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? | Third Person Shooter Zombie Wave Survival Game |
| WHAT MECHANIC ARE YOU CHANGING? | We are removing the ability for the player to shoot at enemies |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Instead of being able to shoot at an enemy the player has traps and platforms/crates which they can build to stop a wave of zombies attacking them |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Fiero  Adrenaline Rush Frustration |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Balancing the number of items to the number of zombies, the amount of time per wave Level design, needs to be a large open environment with buildings  Character design/3D environment Animations  Environment, lighting/weather/fog |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Camera control  Complex user interface Realistic environment/shaders |
| PLAYER FEEDBACK (1) | Challenging, easy to understand, hard to master Frustrating due to finite resources, however when defeating the zombies fiero is achieved |