**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

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Adventure puzzle |
| WHAT MECHANIC ARE YOU CHANGING? | Movement and Jumping |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Control of the wind |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Fiero when the player finally overcomes a level they have been struggling with or achieve something even if the mechanic is harder to use than the regular movement |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Level design for this new mechanic must be unique as its not a normal style of movement |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Making the wind control easy to use for players, will require a lot of tweaking to code |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “Unique take on the typical platformer, offers a lot of fun in each level”  “The wind control feels very fluid” |