**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? | Shoot ‘em up |
| WHAT MECHANIC ARE YOU CHANGING? | Ability to shoot |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Bullet reflection |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Fiero when lots of enemies are aiming at you and you still manage to make your way through the level even through the intense situations you may be put in as well as when you’re killing enemies |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Creating enemies/maps that utilize the new mechanic also animations may take a long time to perfect. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Accurate algorithm for reflections of bullets. Creating the perfect bullet speed and player movement to make the game feel as fast paced as possible without being too hard. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “Feels almost like a fast paced bullet hell but I can reflect the bullets in front of me”  “Completing the harder levels is always so exhilarating” |