**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? | Fighting game |
| WHAT MECHANIC ARE YOU CHANGING? | Combat mechanic |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | A ragdoll based knockback mechanic into environmental hazards. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | To feel slightly childish, while enjoying the game as a casual game, with minor wonder elements by using sparking “You win” screens. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Making the game a form of simple fun, without it becoming boring or tedious. There has to be enough challenge to keep the player engaged, but not too difficult to make it infuriating. Players should never feel that AI have unfair advantages. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Creating environmental hazards that damage the player and the AI, the AI system itself, and finally the physics. The environmental hazards will have to include colliders that slowly reduce HP while a character is within it without any issues. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “It’s definitely enjoyable, I would play it on my phone if was on the App store”  “It was fun and good to pass the time, but it could be improved by…” |