**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? | Roguelike |
| WHAT MECHANIC ARE YOU CHANGING? | Combat |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Environmental control |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Flow, satisfaction, relief. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Allowing the player to feel in control when they have no equipped weaponry. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | - |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- “It felt odd to have to think more about where the enemies were in the environment than where I was but it felt so satisfying to take out three guys at once with perfect timing.” |