**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

|  |  |
| --- | --- |
|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Survival Horror |
| WHAT MECHANIC ARE YOU CHANGING? | Hiding |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Searching, for npcs. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Tension, relief. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Placement of npcs to balance the game’s difficulty. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | - |
| PLAYER FEEDBACK (1) | “I felt so panicky in moments where it seemed like people might leave or were trying to get away. It was so intense when I had to scramble around trying to find someone.” |