**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? | Racing game |
| WHAT MECHANIC ARE YOU CHANGING? | Finish line |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Set number of laps where the player has to collect as many items as possible. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | To feel like they can better themselves by working hard to improve at the game, the choice of picking a simpler route that gives less items, or a more complicated and dangerous route that has more items (Risk vs reward). We want the player to have a sense of accomplishment, while making the game feel natural to play. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Making the game a form of self-improvement, a challenge the player wants to strive to do better at, without it feeling unfair. Making the visual and sound design appealing to the target audience. Finally the multiple routes for the risk reward system would take interesting level design. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Programming the vehicle controls and speed mechanics, creating the maps without any bugs or exploits. Another system is to make sure the player can’t move backwards, stopping them from just driving around collecting every item over a long period of time. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “It was very fast paced, and I had to keep making choices of what I thought I could achieve, and what I believed was too difficult for me to accomplish.”  “It was fun and good to pass the time, but it could be improved by…” |