**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

**We are looking for you to complete as fully as possible in response to the Brief. Upload to Github.**

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|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | **1**. **Endless flyer/runner.**  Ex. Flappy bird, Jetpack Joyride, The Impossible Game  **2**. **Platformer game**  Ex. Super Mario Bros. |
| WHAT MECHANIC ARE YOU CHANGING? | **1**. Tapping mechanic  **2**. The use of various input keys |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | **1**. Implementing a drag mechanic instead of using input keys for the asset to function.  **2**. Reversing the utilisation of input keys. (where left arrow key means right and up means down) |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | **1**. Although the tapping mechanic already generates an emotion of fiero to the players, applying a feeling of a rewarding satisfactory instance each obstacle is encountered could allow the players to enjoy the game even more.  **2**. Fiero and the urgency for concentration would be the focus for the emotions to be displayed if these mechanics are applied. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | **1**. Key design such as rapid flashing lights to exhibit an exhilarating event to stimulate different emotions. Congratulatory phrases with the use of convenient fonts to induce emotions such as being excited or being in the zone.  **2.** The flow of the game would somehow appear normal in gameplay but should be appropriate for the movement of the asset. Making the game comprehensible for the players to play. Describing the game to the players without having an instruction menu or tutorial. (Implementing the words “Reversed” or “alter” in the title of the game. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | **1**. The use of music to synchronise with the key designs, the timing of the fonts each time the challenges are met and flashing lights to encourage the players.  **2**. Changing the input key settings for the character’s motion. Disadvantages from applying such mechanic (Obstacles that would disable the character to progress to the next stage). |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  **1.** The game convinces you to play even more due to the rewarding feedback from the game. Allowing players to tackle the challenges with confidence and just to have fun.  **2**. Challenging and requires attention to detail in using the input keys but motivates the players to play the game to attain the feeling of fiero by overcoming the setbacks given by the developers. Mastering the mechanic also gives a feeling of satisfaction as the game progresses. |