**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? | Escape Horror |
| WHAT MECHANIC ARE YOU CHANGING? | Hiding |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Stunning Enemy |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Suspense, Stress, Relief, Dominating \*based on a fight back mechanic discussed on our wish list\* |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Getting the assets to appear spooky despite the fact that they came from a low poly bright environment. Should be possible with sky lights in Unreal \* our chosen program\*. Also using the use of sounds and visual effects that will be implemented into the game to create a stressful atmosphere. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Getting all of the functions to work. To tackle this we are all programming and researching together to see if the game is possible before we implement design. We want to be certain we can make a game. |
| PLAYER FEEDBACK (1) | I want them to concentrate on the area listening for alerting sounds and to feel threated with their limited weapon resource and the enemy’s presence. We do also want to combine the spray can \*used to make the invisible enemy visible\* to combine with a light to cause a flamethrower to tackle the enemy giving the player a sense of dominance. |