**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? | Action |
| WHAT MECHANIC ARE YOU CHANGING? | The ability to fight enemies |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Being able to use the terrain to hide or sneak past the enemy. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Tension from the player not wanting to be seen Fiero when the player manages to sneak past the enemy Frustration if they get caught-encourages them to try again |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Creating level layouts that give the player enough information to know how to proceed, and enough places to hide |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The enemy’s patrol patterns and AI for if they see the player may be hard to program within the allotted timeframe. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- “The enemy sees me from behind walls”, or “the level needs to have more hiding places” |