**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? | Tower Defense |
| WHAT MECHANIC ARE YOU CHANGING? | Being on the defensive side. Placing towers |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Being on the offensive side. Sending units to go against towers |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | The player to feel engaged in the game despite the units being send doing everything. This could be done by having the player need to make quick decisions on what units to send. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Having it so that there isn’t a “go to” unit and that each unit has its advantages and disadvantages |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Having it so that its balanced. Maybe having a currency system or cooldown to prevent units from being spammed and making the levels too easy. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- Feedback such as was the game clear and not confusing and which aspects were enjoyed the most |