**GROUP PROJECT BRIEF, GROUP 13:**

* 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? | Platforming |
| WHAT MECHANIC ARE YOU CHANGING? | Jumping |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Grappling gun that will directly move the character from point ‘A’ to point ‘B’ with no swinging. We’re also adding a stealth mechanic into the game that will add more depth into the use of the grappling gun. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The key design problems that we would face would be a lot of 2D asset creation to make platforms, characters and environmental assets to make the game look appealing and interesting to the player and also making the game look clean and easy to understand.  We also have to balance out the enemy placement along with the platforms allowing good use of the grappling gun. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Some key programming issues will be getting the grappling hook to work since it’s a new feature that our programmer has not tried before, this is similar to the vision cones that are attached to the enemies when they are in the game. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-   * We would like to see the player feeling tense from the stealth aspect of the game as they try to get through the level trying to avoid the enemy characters. * We would also like to see players getting excited when they use the grappling hook to get past enemies and finish the level. |