**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? | Platform |
| WHAT MECHANIC ARE YOU CHANGING? | Jumping |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | grappling |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Focused when the player is trying to move from platform to platform  Frustrated when the player does not launch the grapple hook in time |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The levels, thenanimations |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Grappling system, grapping gun, the force of the gun itself |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- For me, in an feedback I want to know what went wrong. I want to know if breaking the genre by eliminating the core mechanics was a good Idea. |