**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

|  |  |
| --- | --- |
|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | I will be changing the movement mechanic, there is no more running left & right or jumping up & down |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Instead of running and jumping. The character will be moved left and right by using a slingshot. The player will use the mouse to click and drag to pull the sling shot back, aim where they want the character to go and let go of the mouse button to fire the character. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Simple pleasure, amusement, curiosity, frustration, tension, relief, Fiero, Mastery, strategy, excitement, meaningful choice.  Game will be easy to learn but hard to master. It will be filled with Simple Pleasure at the beginning, small rewards which will make the player feel amusement, excitement & curiosity. This is an easy mechanic to learn but hard to master, as the game goes on tension will start to build up, every time the player fails they get frustrated, when the player completes the level, the player will feel relief at this point Fiero will be achieved and the player will have a sense of mastery. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Balancing the flow within the level. When starting the game, players should be able to pick up the game and understand what to do immediately. Players should find it very easy to learn but hard to master. Each level should be a little bit harder than the last, as the player gets better the levels get harder meaning the player will feel challenged and spend more time playing the game. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The movement for the character with the slingshot firing the character platform to platform will be challenging, when the character lands on a platform, a new slingshot will spawn in that location and that will be the new location where the slingshot will fire the character. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- Would love to here our target market group say that the game is balanced really well. Balancing is important within any game but if we do not get the flow correct within our game the players will not feel any of the emotions we plan to have within our game. |