**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? | Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | We are changing the jumping mechanic. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | We are changing the mechanic to camera tilting / puzzles (tilting the camera 90-180 degrees). |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | Engagement – with the changing environment due to the camera rotation, it would allow the player to become a lot more interested in where they current are. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The key issues for the designers would be the level design and making a level which would really show off the camera angle mechanic while also making it enjoyable for the player. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The key issues programming wise for this game would most likely be managing the camera tilting e.g making the camera tilt at different angles based on what the puzzle needs. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  The game was fun and interesting and the removal of basic jumping allowed for new ways for platformers to be explored. |