**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? | 2D Platformer |
| WHAT MECHANIC ARE YOU CHANGING? | The movement |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Instead of moving / jumping, the main character will move using the projectiles he shoots, taking advantage of the momentum he gains when shooting the ground. The weapon will have an overheating mechanic, causing the player to manage his ammo more carefully. The projectiles will also be used to defeat different enemies that require a certain amount of shots to die. The enemies will also make the character jump higher the moment they die, creating opportunities for higher placed platforms that can be reached only when correctly calculating your movement and shooting, resulting in a more challenging gameplay. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | In my opinion, these are the main emotions that should be triggered when playing the game:  -Accomplishment: After finishing each level  -Fear: When a new level loads / when facing a boss  -False sense of anticipation: When the progress route seems obvious but something challenging will happen trying to hinder the progress.  -Anxiety: When facing a difficult level / boss  -Fiero: After finishing a difficult level / boss |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Trying to find a theme that fits the overall idea and trying to find various ways to trigger the desired emotions and trying to make the game rather difficult without affecting the overall quality. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Trying to make the shooting mechanic work properly. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  “This game has a great attention to detail, ranging from the main menu to the characters and environment. The character moves smoothly, and the shooting mechanic works flawlessly. 10/10 would play again.” |