**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? | The genre of game I would like to go with would be “Platformer”, specifically a “2D” platformer. |
| WHAT MECHANIC ARE YOU CHANGING? | I would like to change the initial camera perspective. Often with a 2D Platformer, you would find a fixed camera that follows your character. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | I would instead like to change the camera so it limited the player’s view in what they could and couldn’t see. For example, in Super Mario Brothers, a player can often spot the danger of an enemy approaching, but for the idea I would like to go for, the camera position wouldn’t be as generous, and would rely on the player’s reflexes and subtle cues that eluded to where the danger was coming from. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | I want the player to feel challenged, and with this, frustration. I want the player to feel frustration, and with it, determination to complete the level. At all times I want the player to feel like they are close to their goal, but not just there. With the camera not showing the goal and conflict immediately, I want players to feel like they are inching their way there. Lastly, I want players to feel fiero; shouting “YES” enthusiastically when reaching the end of the level that they thought they were so close to finishing several times. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | The key design problems would be the fairness of a game. I want the player to feel challenged, but not feel that the game is impossible to beat. I want the player to fail, but know that there is a mastery to the game: and by doing this, I will need to consider cues, audible and/or visible that the player could learn. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | I feel the key programming issues my lay in designing how the cues are designed. I don’t want them to be too obvious, yet I also don’t want them to be impossible to understand. It is going to be a tricky process of finding a correct balance. Other than this, I feel that the movement of the game is also going to need to be responsive and fluid, so it is crucial to avoid clunky design in this area as it might affect the pace and the flow of the game. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- “I think this game is very challenging, and hard to master. It’s one of those games that you’ll pick up, play for a bit, and either get very frustrated and put it down or finish a level and keep going. It’s a unique beast. For a 2D platformer, the tension is always mounting up, and since you can never exactly estimate the length of the level, the longer you are playing a level the more likely you are to make a mistake, since you know one wrong move will reset you. It has a similar feel to games like “Getting Over It” by Bennett Foddy. |