**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? | The way the player controls the character, since the character won’t be able to freely move left or right. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The character will be moving at a constant speed along the X axis, towards the right of the game space/game screen. Also, the player will be able to drag and drop different platforms with the mouse, so that the character will reach the end of the level. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? |  |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? |  |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | In general, the main problem we will face will be to develop a working alpha version of the game. After that, we will have to polish up the game we will have, while adding other assets, which will replace the placeholders. For the alpha, we will have to create platforms which can be dragged and dropped into the level. That will probably be one of our main issues. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  The game requires some degree of planning which platforms are used at the very start, and it gets progressively harder as the player advances into the game.  It is entertaining, and allows the player to come up with different solutions. |