**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 character control mechanic. In most platformers the player controls the character’s movement around the level, in our game that player will not have direct control over the character at all except for when the character moves and does not. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Providing the player control over the environment in which the game is played. This is to say the player will have a set of pieces out of which they have to create the level themselves in order to safely take their character from start to finish. The character will only be able to move at a constant speed across the x axis, and the player will simply push a button to decide when this begins and stops. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | We want the player to be challenged by the puzzles set, as well as potentially frustrated. We want players to be immersed in an exciting experience.  We want players to wonder about the background potential of the story we provide. We want players to be creative with their solutions to puzzles. If the character doesn’t survive I want them to feel fiero and try again. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | Ensuring that levels are balanced in their difficulty, ensuring that the controls and instructions are intuitive and well-constructed. Ensuring to combine skill and challenge correctly in each puzzle to elicit the correct emotions. Providing enough realism so that players aren’t confused but pushing boundaries in the correct places so that players get to experience something new. Providing enough creative freedom to the player without leaving them to have to manage too many things. Allowing the player creative freedom with the solutions to each level i.e. they need to have more than one combination of tiles to complete it. UI design is also key, as it needs to be intuitive enough so that the player can figure out the task set by the game with little or no explanation. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Managing the code between the members of the team. Creating smooth player movement throughout the levels. Player interactions with different types of platforms should be unique. Being able to make a stable game for the intended platform, with as few bugs as possible. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  The game is challenging in its combination of puzzles and skill required to progress, which scales accordingly throughout the levels. The mechanics involved are entertaining and allow the player to understand what is going on whilst still pushing the boundaries of what’s realistic and conceivable. The game allows a player to experiment creatively to find their own solution to sole the puzzles provided.  This game was great, I loved being able to layout the levels anyway I want. I also loved being able to see how the character reacts to my different layouts, I didn’t make it to the end a few times but that only made me want to try again and finish the level.  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.  Each level has many ways to be completed allowing for freedom and high replay ability. |