**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

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| WHAT GENRE OF GAME ARE YOU CHOOSING? | We have chosen a platformer as out game genre. |
| WHAT MECHANIC ARE YOU CHANGING? | We are changing the character control mechanic. In most platformers the player controls the characters movement around the level, in our game that player will not have direct control over the character at all. |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | Instead of the player controlling the character the player will be given a variety of platforms and other objects to get the character to the end of the level. The character will move at a constant speed and will only deviate according to what the player has laid out for it. |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | When laying out the level I want players to be optimistic and try out different configurations of the objects to find the best way to get to the end. Then when the character starts to move over the level I want players to be excited and wanting to see how the character will fair on their level. Then when players get to the end I want them to be relived that the character survived, and they can move on. But if the character doesn’t survive I want them to feel fiero and try again. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | I think that the key design problems will be designing levels that allow players multiple different ways to get to the end but are hard enough that it is a challenge for players. Another key design problem will be the interface design, we will have to create an interface that allows players to easily know how much of one object they have left and where they need to go. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | The biggest programming issue would be having different objects that make the character act differently, having ledges where the player drops is easy enough but jump pads and other objects that change the speed or position of the object could be a challenge. |
| PLAYER FEEDBACK | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :-  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. |

* A game that abstracts itself from the conventions of a genre by removing a key mechanic or set of mechanics