**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? | Platformers |
| WHAT MECHANIC ARE YOU CHANGING? | Changing the player control of a character. |
| 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. |
| 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. |
| 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. |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Ensuring that gameplay is fluid and well optimized. Ensuring there are as few bugs as possible in the game. |
| 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. |